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OFFICIAL STRATEGY GUIDE

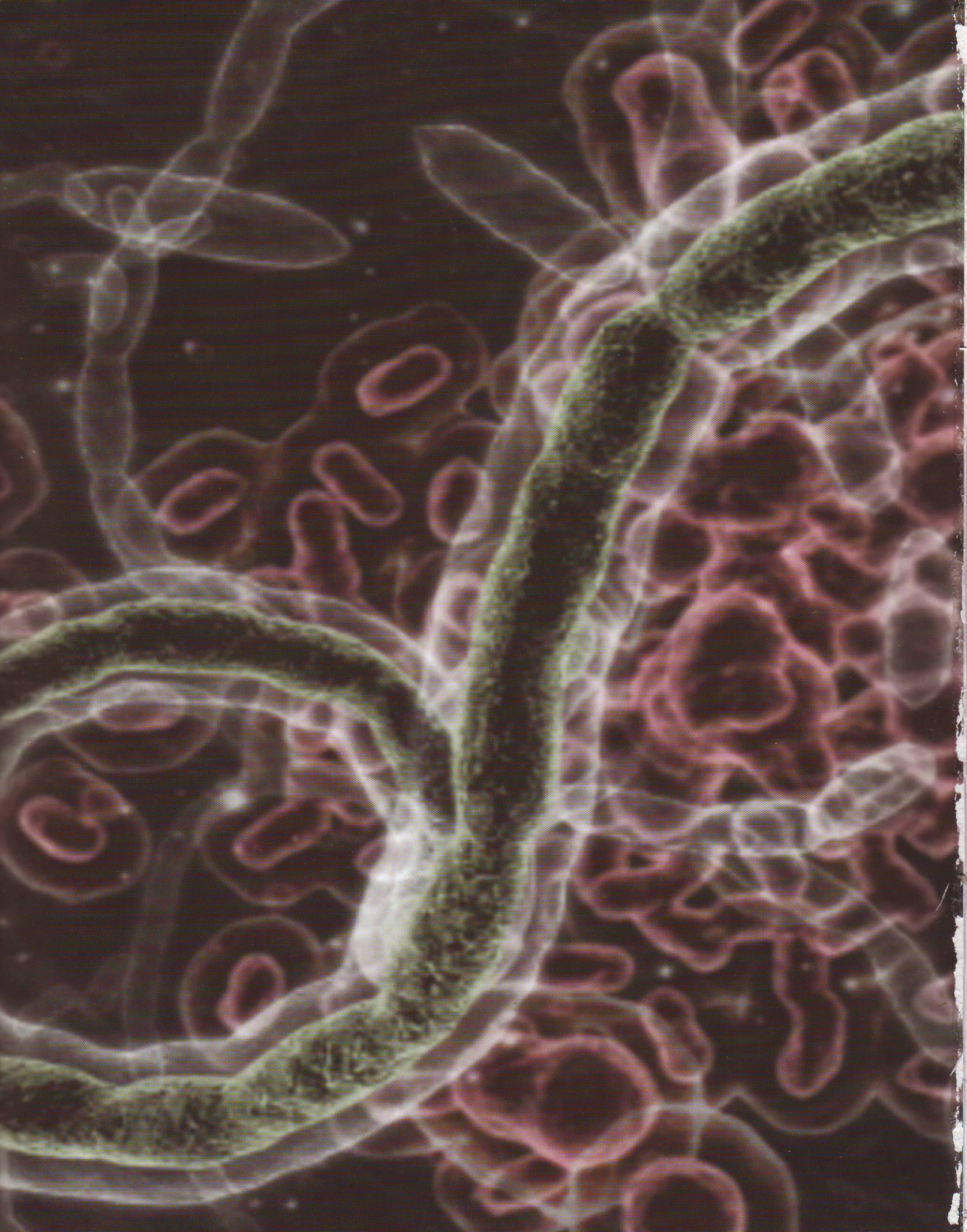
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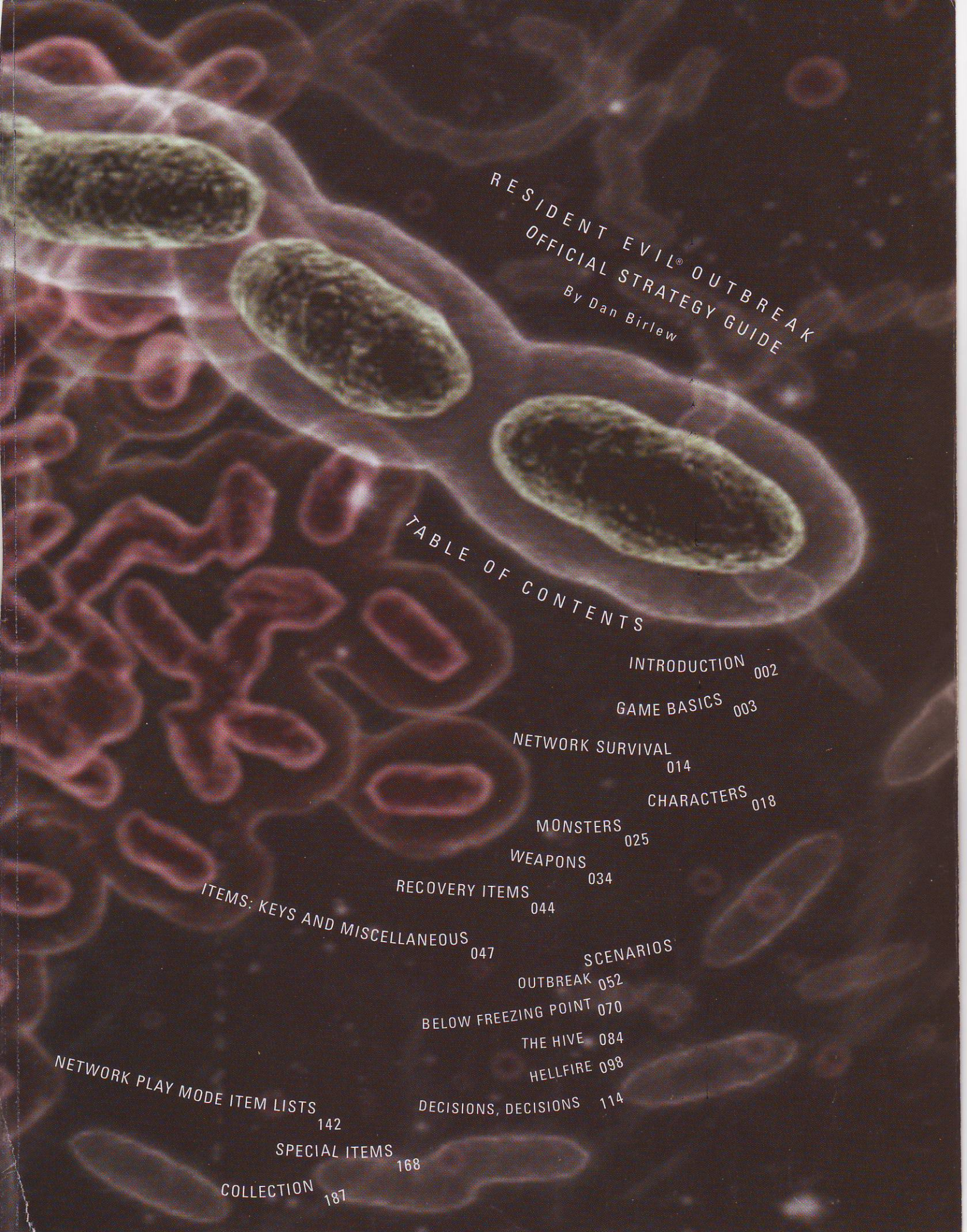
MATURE 17+ M CONTENT RATED BY ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

By Dan Birlew

CAPCOM®





RESIDENT EVIL® OUTBREAK
OFFICIAL STRATEGY GUIDE

By Dan Birlew

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INTRODUCTION

The release of *Resident Evil Outbreak* is a first in many ways. This is the first game where players can join together to play the famous *Resident Evil* series online, and this is the first time a videogame presents such a unique cooperative challenge.

A single player can play the game offline, with the assistance of two artificial intelligence-controlled partner characters (AIPCs). Or, one can play the game through the Internet with up to three other player-controlled characters (PCs). While the stages, story and objectives are the same in both modes, the online mode has randomized item placement plus the added unpredictability of other players. You never know what other player characters are going to do. Will they work with you to complete the objectives, or will they hog all the weapons and ammo, leaving you to die at the hands of an angry zombie mob? The fact is, playing offline is scary, but playing online can be even more frightening.

Because the game is cooperative and objective-oriented, becoming a good team player requires that one enters the game with a ready knowledge of the environments, the possible item locations, and the tasks one must complete to accomplish goals. This guidebook is written to help you become an accomplished player of *Resident Evil Outbreak* and a great asset to any online team.

Yet this guide alone is not enough. To achieve expertise, you must practice the game and define your skills in the offline single player mode prior to engaging in the online counterpart. By no means do we discourage logging in and experiencing the online mode. But we recommend that you bone up on the game by playing the single player mode before joining the online community to play. With this method, you will emerge on the online scene as a talented player, and everyone will enjoy your aggressively helpful presence rather than despair at your unskilled fumbling. Once you have mastered every scenario on your own, you are sure to be an ultimate survivor online.



SUMMER, 1998

The citizens of Raccoon City read in the papers about the recent string of bizarre incidents. Hikers were mauled and mutilated on the mountain trails just outside of town. An apparent cannibal cult attacked families on the outskirts of the forest. Then came the outrageous claims that the Raccoon Police Department's S.T.A.R.S. team had destroyed a mansion where Umbrella had conducted secret biological experiments and unleashed a virus that could bring the dead back to life as flesh-eating zombies. Naturally, the local authorities and Umbrella executives discounted the story as ludicrous. However...

A few months have passed, and strange events occur more frequently as each day passes in Raccoon City. Newspaper articles and wild local gossip detail encounters with sickly, murderous citizens and infected animals. As accounts of these horrifying incidents mount, the citizens of Raccoon City attempt to go about their ordinary lives, but life in town is about to become a whole lot less ordinary.

After a hard working day, eight local residents are gathered at J's Bar in the heart of Raccoon City to relax and unwind. However, some unexpected patrons are about to arrive, searching for cuisine that isn't on the menu. Before the night is through, each person must determine whether he or she has the will to survive the horror of the T-virus outbreak...

GAME BASICS

Resident Evil Outbreak is a unique experience for both long-time veterans of the *Resident Evil* game series as well as new players looking for an online challenge. This chapter describes the basics of getting around the menus and understanding the game's basic controls and functions. The next chapter, Network Survival, contains advanced tips to help you become a savvier player. In combination, these two chapters should help you understand the skills required to master the game.

CONTROL SCHEME DISCUSSION

Throughout this chapter we will use the default control scheme to help acquaint you with controls and navigation. As you read other chapters in the book, you'll find more generalized control descriptions, just in case you change the control scheme to something more suitable to your playing style.

MENUS

STARTING A GAME

After booting the *Resident Evil Outbreak* disc in your PlayStation 2, press START to enter the main menu. From this menu you can select a game mode, either Single Play or Network Play. From the main menu you can also view game statistics in the Character Log screen, open bonuses and extras in the Collection menu, or configure game and controller choices in the Options menu.

If a Sony PlayStation 2 Hard Disk Drive (HDD) is installed in your system, the option to install the game to the HDD appears at the bottom of the main menu. Installing game data to the HDD reduces loading times during the game and insures a faster and smoother online experience. The PlayStation 2 HDD is scheduled to ship in North America in March of 2004.

SINGLE PLAY

Single Play mode allows you to play the game offline with two artificial intelligence-controlled partner characters, also known as "AIPCs." Starting off, you may engage Single Play mode in Scenario mode. Once you've met the requirements, Infinity mode becomes a second option for Single Play mode. In Infinity mode, all weapons found during the game have infinite ammunition. This mode is only available in an offline game.

NETWORK PLAY

Network Play mode is where you can try the game online through a PlayStation 2 Network Adaptor connected to the Internet via broadband service. In addition to the required equipment and game disc, you must have a broadband service provider and a memory card inserted into slot 1 with a save data containing your Internet settings. If you have not created your Internet settings previously, you will be prompted to create your settings during the online connection routine. Follow the instructions detailed in the instruction booklet to set up a Capcom ID and join in the online fun.

SCENARIO MODE

In both Single Play and Network Play modes, you can join in Scenario mode. Scenario mode allows you to play one of five "scenarios" or missions, each with a unique setting and series of objectives to fulfill. The scenario and all the objectives must be completed in the usual manner.

During the Single Play version of Scenario mode, you may choose a difficulty setting. However in the Network Play version, you will join a server with the next three available players regardless of identity, and engage in Network Play at the Normal difficulty level. Think of it as a kind of "quick start" game.

FREE MODE

The second option when starting a Network Play game is Free Mode, wherein you may enter regional "rooms" and find players of similar ranking or abilities, or your online friends. You may also host a game and determine the rules as you and your comrades see fit. You may determine the number of player characters, the difficulty settings, and various other rules for your game.



CHOOSING A CHARACTER

After selecting your mode of play, the Select Character screen appears. Initially, there are eight choices of player character. All characters come from various backgrounds and boast a variety of unique skills they can use during the game. For specifics on the strengths and weaknesses of each player character, see the Characters chapter of this guide.



DIFFICULTY



After choosing mode of play and player character, select the desired level of difficulty in Single Play and Network Play Free Mode. As difficulty level increases, enemies become harder to kill and their attacks become stronger. Also, weapons, ammunition and supplies diminish in quantity.

Initially, the only choices are Easy or Normal difficulties. Clear all five scenarios in Easy or Normal difficulties to open Hard difficulty in the Collection menu. When you have attained enough ranking points, you may then purchase Hard level from the Collection menu. Clear all five scenarios in Hard difficulty to open Very Hard and No Partner levels in the Collection menu, and then earn the required amount of ranking points to purchase these modes. The unlocking of higher difficulty levels is detailed in the Collection chapter of this guide.

KEEPING UP WITH HARDER DIFFICULTIES

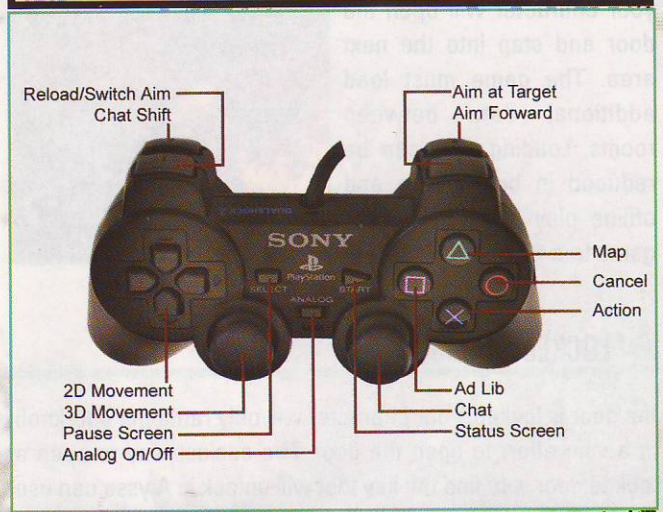
Description of item placement and enemy encounters in this book focus on Normal difficulty level. Changes in the locations of key items may occur in Hard or Very Hard levels. Every scenario in the walkthrough ends with a section titled "Notes Regarding Hard & Very Hard Modes." These handy sections point out the major differences encountered as you progress from playing Normal difficulty to Hard and Very Hard difficulties.

SCENARIO LOBBY

In Network Play mode, the scenario will not begin until all player characters enter the scenario lobby. The lobby is typically a limited area of the scenario's first room, without enemies or items. If four player characters do not enter the lobby before time expires, the game begins with whomever is in the lobby at that time.

PLAYING THE GAME

DEFAULT CONTROLS



MOVEMENT

There are two ways to move your player character in the game. Moving the Left Analog Stick in any direction will move your player character relative to your onscreen view. For instance, if you move the Left Analog Stick left, your character will head toward the left side of your screen.



Character acceleration is determined by the extent to which you move the Left Analog Stick. If you move the stick only slightly, your character will walk at a slow pace. If you move the stick all the way to the limit of its rotation, the character will run at full speed.

As you move around stages and environments, the camera angle may suddenly shift. Continue to hold the Left Stick in the direction held for the previous camera angle, and the character continues to move the same direction. Once you release the Left Stick, the controls reset and the character will again move in the direction that you push the Left Stick.

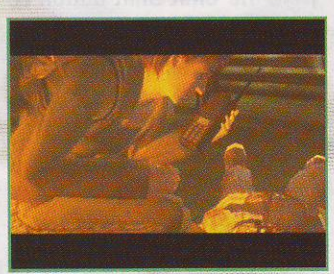
The second method of character movement involves using the D-pad. Pressing the top button causes the character to move forward. Pressing the left or right buttons causes the character to turn to his or her right or left. Pressing the bottom button of the D-pad causes the character to back away slowly. This style of moving in fixed directions is based on the classic *Resident Evil* controls, which may be more familiar to long-time series players.

QUICK TURN

Press the bottom button of the D-pad and the Cancel button ◯ at the same time to execute a Quick Turn. This move allows you to effectively spin around and run from enemies that may leap out in surprise. This move is probably useful only if you prefer to use the D-pad to move your character.

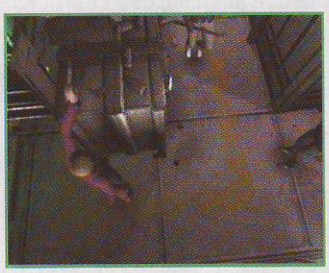
SKIPPING EVENTS

Cinematics, events and cutscenes enhance the story and sometimes reveal clues regarding your objectives. However, events also count as part of your total game time, and you may wish to skip over them. Press START to skip a scene or event once it has begun. In Network mode, the game will skip a cinematic event when all players have pressed START at least once. If a scene continues to play, it means at least one player of the team has not pressed START.



ACTION BUTTON FUNCTIONS

The Action button ✕ shares a variety of case-specific functions throughout the game. During game play, use the Action button to search areas for clues and hidden objects; to take items and supplies; to open a door, cabinet, locker or panel; or to climb onto or off of a ledge. While viewing menus and sub-screens, press the Action button to confirm your menu choice.



While holding R1 or R2, press Action to execute an attack. The attack performed depends on whether a weapon is equipped. More on combat is detailed in the "Combat" section later in this chapter.



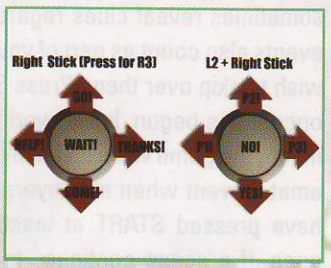
PUSHING OBJECTS

Certain objects in the environment can be moved across the ground to create barricades, reveal hidden doorways or crawlspaces, or to solve puzzles. To push an object, stand near the backside of the object and move against it. If the object can be pushed, your character will hunker down and begin to slide it across the floor. While pushing an object, contact with an obstacle, another player character or an enemy will cause the character to stop pushing.



CHAT FUNCTIONS

While playing the game, you and other players can communicate using a limited form of automatic verbal chat. The Right Analog Stick is used to issue basic commands and requests, as illustrated in the diagram below. Press down on the Right Stick to say, "Wait." Hold the Chat Shift button L2 and move the Right Stick to call the names of other player characters or AIPCs. While holding L2, press down on the Right Stick to say "No."



Press the Ad Lib button ● to post additional comments of a random nature. This button can be used wisely to continue communication during downtimes between action sequences, or it can be abused to annoy your fellow players.

For each command, request or ad lib posted, a randomly determined line of text appears onscreen. The line of text may or may not apply to the context of the current mission. For example, while two characters are engaged in ad lib, one character might comment on the jewel found in Room 306. This is an indicator that someone has already visited the room and found the Red Jewel. All other player characters that notice this line of text onscreen can now be aware that the objective in Room 306 has been fulfilled already.



COMMANDING AIPCs

In Single Play mode, the chat functions can be used to command AIPCs to perform certain tasks or to encourage them to behave differently. For example, if you are trying to examine an area and an AIPC is standing in the way, issue the "Go!" command. The AIPC will most likely move to another location. Or, if you want an AIPC to follow you out of the room, call their name or use the "Come!" command. If you are being attacked, issue the "Help!" command and all AIPCs in the immediate room should rush to your side and attack whatever creature has you in its grip.



AIPCs will issue chat commands, requests and ad libs just like a real player character. If you respond to these comments in a timely manner you might instigate a "conversation" that actually follows a certain degree of logic.

OPENING DOORS

Position your player character in front of a door and press Action ✕ to open the door. Provided the door is unlocked, your character will open the door and step into the next area. The game must load additional data between rooms. Loading time can be reduced in both online and offline play by installing the game to a PlayStation 2 HDD.



LOCKED DOORS

If a door is locked, your character will only rattle the doorknob in a vain effort to open the door. The easiest way to open a locked door is to find the key that will unlock it. Alyssa can use her Picking Tools to open many locked doors in the game. If all else fails, you can beat your way through most doors by attacking them. Locked doors can be blasted open with guns, bashed open with melee weapons, or rammed aside using a series of unarmed shoulder-butt attacks.



STATUS SCREEN

Press START during game play to open the Status Screen. This menu allows you to view the health status of your character, as well as other player characters or AIPCs in the same room. In this menu, you may view descriptions of items acquired, or trade items with others. The Status Screen allows you to use items to heal your character or to heal others. The Status Screen is where you can equip weapons or reload firearms. You can also combine one or more herbs in the Status Screen to form Mixed Herbs of greater healing power. Also, parts can be combined to form tools or custom weapons.

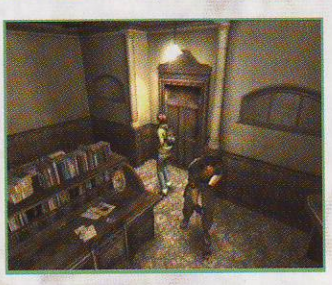


CHARACTER STATUS

Each time you start a new scenario, your character begins in excellent condition, also known as "FINE" status. If you open the Status Screen, your character's status is reflected in the color behind his or her name, as well as the life bar near the bottom of the screen. When your character is in excellent health, the life bar shows a regular heart rhythm and glows green. As your character sustains damage from enemy attacks or explosions, his or her status will deteriorate to the "CAUTION" level. The life bar changes colors to reflect the remaining amount of life the character has left. Some enemies are capable of inflicting "POISON" status on a character, which causes the character to gradually lose strength points as time passes.



As characters drop in status, their posture and movement speed are also affected. If status becomes poor enough, a player character will be unable to escape or run from enemies, becoming a virtual sitting duck.



Character status can be improved by using health aids and recovery items, such as Green Herbs, Recovery Medicines and First Aid Sprays. Use of these items instantly improves a character's status and posture, and his or her movement speed returns to normal. Administering Blue Herbs or Antidotes to a character can cure poisoning. Whenever you want to use a recovery item, open the Status Screen, select the health aid and press Action ⊗. Select the "Use" command to administer first aid to your character. More details on recovery items and character status are covered in the Recovery Items chapter of this guide.

OBTAINING ITEMS

While exploring environments, you may recognize useful supplies or necessary key items placed on floors, shelves, tables and other locations. Useful items are easy to spot, since they will occasionally "glitter" as if your character is noticing them.



To pick up an item, you must have at least one free inventory slot in which to carry it. Move to the item and press Action ⊗ to obtain it. The Status Screen opens and the first available inventory spot is highlighted. Press Action again to move the item into the open spot. If your inventory is full, you may exchange an item in your possession for an item in the environment. Simply highlight the object you wish to discard, and it will appear in the environment where the new object used to be.



Some items can be combined and carried in a single item slot, such as ammunition or medicinal pills. If you are attempting to grab an herb and you already have a compatible herb or herb mixture in your inventory, you can mix the two on the spot to create a new Mixed Herb.

Only one item can be picked up at a time, even if multiple quantities of an item exist in the same spot. Most characters can only carry up to four items at a time. Yoko can carry eight, due to the knapsack she carries. While Yoko picks up an item, it can be stored in the knapsack immediately by selecting the knapsack in which to store the new object instead of an inventory space. Cindy can pick up additional quantities of single herbs by highlighting her Herb Case instead of an open item slot.

USING ITEMS

To use an item in your inventory, open the Status Screen and highlight the item. Then press Action to open the popup menu, and choose the "Use" command. If the item is a key or object to be used on a door or device, you must be standing directly in front of the door or location in order to use the key successfully.

EQUIPPING ITEMS



Any character can equip a melee weapon, a throwing weapon or a firearm by selecting the weapon in the Status Screen and pressing Action ⊗. Choose "Equip" from the popup menu, and the character will draw the weapon and hold it in his or her right hand. Firearms can also be equipped if you choose the "Reload" option. But for this to succeed, the firearm's magazine must be partially empty and you must have the proper ammo on hand. Characters can also equip a First Aid Spray and spray it on an ally as he or she walks past.

COMBINING ITEMS

When you select an item in the Status Screen and press Action ⊗, one of the commands on the popup menu is "Combine." This command allows you to logically combine any two items. You may combine ammo with firearms to reload them, or you could combine herbs to make better mixtures. Yoko can combine items with her knapsack to store them away for later use. Cindy can combine herbs with her Herb Case to store them. David can combine items to create homemade weapons, as long as he has some pieces of Vinyl Tape remaining. George can combine herbs and Mixed Herbs with his Medical Set to make medicinal pills. In some instances, two or more key items must be combined in order to form a more useful object, such as combining the Detonator Handle and the Detonator Main Unit to form the Detonator assembly in the "Outbreak" scenario.

REQUESTING ITEMS

When you are in the same room with other player characters, you can view their status and the items they possess on the Status Screen. If you need an item that another player character has, then move the cursor to that item space and press Action ⊗ to request a trade with the player. If you are requesting an item from an AIPC in Single Play mode, they will always move to your player character and present the item for you to take. When an item is presented to you, move your character directly up to the offering character's hand and press Action ⊗ to take the item.



PRESENTING ITEMS

If an item is being requested from you, the Status Screen opens and the requested item flashes. If you agree to turn over the item, press Action ⊗ and choose the "Present" command. Your player character will hold out the item for your partners to take. When presenting an item in Single Play mode, the nearest AIPC will approach and take the item from your hand.



TRADING ITEMS

While requesting or presenting items, always consider giving the person an item in trade. Normally, when you move to take an item from another player character's hand, the Status Screen opens with the cursor already positioned at your first open item slot. However, if you move the cursor to an item slot that is occupied by a weapon or supply, that item will be moved into the other character's inventory when the trade is confirmed with the Action ⊗ button. If you are requesting something from a player character in Network Play mode, you must *always* be willing to give up something in return. Conversely, if you give an item to another player and they give you nothing in return, don't hesitate to request an item back immediately.



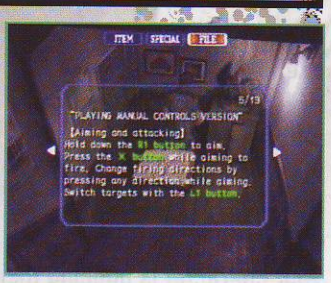
Additionally, if your inventory is full, then you cannot request an item without giving up one in return. Carefully consider which item to hand over, taking account of your needs as well as the current needs of the partner with whom you are trading. View his or her current health status, as well as the amount of ammo he or she has left. Offer whatever that person is lacking in trade, and you are both more likely to survive together.

OBTAINING ITEMS FROM DEAD CHARACTERS



When in the room with a player character or AIPC who is dead, open the Status Screen and you can view the items the person possessed just before he or she died. A dead character can be used to store up to eight items for the group, and thus his or her body can be used as a kind of storage point!

FILES



Like items, files glitter in the environment. Your player character can read and memorize files the same way items are obtained, by moving to the file's location and pressing Action ⊗ to read it. To reread files, press START to open the Status Menu, and press R1 to view a list of text files found during the game.

When you find a file in the environment, you have the option to read the file then and there. If you choose "No," you may still view the file later using the File Screen. Reading files is a real-time event, which means that you are vulnerable to attack while reading a file. Make sure that no danger is imminent before stopping to read materials.

MAP

Press the Map button △ to bring up a map of your surrounding area. If you have obtained the map of the building or stage, then you can view any room, including those not yet visited, as well as other floors of the stage. If you have not yet memorized a map, you can only view rooms you have already visited, and you cannot view other floors except for the one you are currently on.



While viewing the map, move the Left Analog Stick to adjust the viewing area. Position the crosshairs over a room to view its name. Move the Right Stick up or down to zoom in or out, respectively. Press L1 or L2 to view the next level down, or press R1 or R2 to view the next level up. Green rooms indicate areas you have visited. Red areas indicate your current location.

The map also displays the locations of other player characters that are calling for help, player characters that are crawling on the ground and about to die, and dead player characters. Items left in a room are indicated on the map by icons that indicate the type of item.

MAP ICONS

ICON	MEANING
Red Triangle	Indicates your player character's position on the map and direction he or she is facing.
Green Diamond	Position of another player character who is speaking.
Yellow Diamond	Position of a player character who is crawling.
Red X	Position of a dead player character.
R	Position of a recovery item.
W	Position of a weapon.
A	Position of ammunition.
O	Position of items in the "other" category, such as keys, etc.
?	Position of an unknown item, according to Jim's "Item Sense" ability.



PAUSE MENU

Press SELECT during game play to bring up the Options Menu. In Single Play mode this will pause the game and allow you to take a short break. In Network Play mode, real time continues and you might be attacked while viewing the options.

During game play, you can change your controller scheme, adjust the screen brightness and position, or even exit the game using the Pause Menu. All changes you make to your configuration will be saved when the scenario is successfully completed. To make changes to the configuration immediately, use the Options command of the Main Menu before starting a scenario.

SAVING THE GAME

During a Single Play or Network Play Free Mode game, you can create a temporary save on a Memory Card inserted into Slot 1 of your PlayStation 2. To save, find one of the blue typewriters located in several places in each scenario stage. Move to the typewriter and press Action ✕. When the game asks if you would like to save and stop, choose "yes." The game records your progress and data to the memory card, then exits to the main screen.



This function can only be used to interrupt a game temporarily. When you load your data from the memory card, the temporary save is erased. In the Free Mode of Network Play, you may save your progress in a game and go back to finish at a later time, either with or without the other players you started the scenario with. The same rules and settings created at the start of the scenario will still apply when the save game is loaded.

VIRAL INFECTION

All player characters start every scenario infected with a virus that gradually spreads throughout the person's body over the course of time. The virus acts as a kind of timer, requiring that the scenario must be completed before too much time elapses. Damage or contact with enemies raises the virus meter significantly.

The gradual spread of the virus can be halted for certain lengths of time by taking Anti Virus medicines in pill form. This allows you more time to search the environments and gather enough supplies to complete the scenario properly. Anti Virus pills can be found sometimes during certain scenarios. George is capable of making Anti Virus medicines of various powers by mixing Mixed Herb compounds with his Medical Set.

If a character assumes so much damage that he or she can no longer walk, the character will fall to the ground and can only crawl. While a character is crawling, the virus will spread rapidly through the body. When the virus spreads to 100%, the character dies and returns to life as a zombie. If the character that reaches 100% is the last player character alive, the game ends immediately. In Single Player mode, the game also ends immediately if the lone player character dies of the virus. If you are wounded to the point where your character is crawling, use a recovery item immediately.



CARRYING PLAYER CHARACTERS AND NPCs

Characters that are severely wounded will not move as quickly as normal. A player character at full health can help an injured character by carrying the wounded person on his or her shoulder. When a healthier person is carrying a wounded character, the injured won't be left behind. To carry a wounded player character, AIPC or NPC, move to that person and press Action ⊗ to carry him or her on your shoulder. Press Cancel ◯ to stop carrying another character. If you are a player character being carried and you want to walk on your own, press Cancel ◯ to make the other person release you.



When a player character has taken so much damage that he or she must crawl, the virus begins to spread rapidly through that person's body. Picking up the crawling person will return the infection rate to normal. It also restores just enough physical strength points to allow the wounded character to move independently. Characters who are rescued from crawling can equip weapons again and can help you survive the scenario. In the "Outbreak" scenario, an important objective is carrying the NPC Bob to safety.



ZOMBIE MODE

If your character dies as a result of damage from enemies combined with the spread of the virus, you will return to life as one of the undead in Network Play mode. As a zombie, you can stagger around by using the Left Stick or D-pad. The Ad Lib button ▢ allows you to grunt and groan. Press Action ⊗ to attack your former allies, whom you might blame for your fate. To chase player characters from room to room, attack doors to knock them open. Zombie mode lasts only a short duration, giving you just enough time to exact revenge on your so-called "friends." Damage inflicted by player characters will shorten the duration of time you spend in zombie mode.

COMBAT

UNARMED ATTACKS

All characters are capable of an unarmed attack. While the character's hands are free of weapons, hold R1 or R2 and press Action ⊗ to perform a shoulder-butt attack. This attack can be used to inflict tiny amounts of damage to enemies, and to knock opponents backward. While an enemy is staggering backward from this attack, you have an opportunity to run away and escape. The shoulder-butt is also useful in breaking open locked doors and in knocking down other types of barriers.



All characters are also capable of a floor stomp. While the character has no weapons equipped, hold R1 or R2 and then hold the Left Stick or D-pad downward to lower the character's aim. Press Action ⊗, and the character will stomp whatever enemy is on the ground directly below him or her. This attack is an effective means of killing small, floor-scuttling creatures such as Leeches or Baby Moths, or zombies that have fainted and fallen to the ground. Use the floor stomp to conserve ammunition that would otherwise be wasted in finishing off floor-level foes.



SPECIAL ACTIONS

Hold R1 or R2 and press Cancel ◉ to perform a special action. Each character has a unique special action that he or she may perform even while equipped with a weapon. Many characters' special actions allow them to avoid or guard against damage from enemies. Kevin performs a powerful kick that will knock down locked doors or cause enemies to stagger. George has a powerful tackle attack that can knock an enemy flat on the floor. Be sure to employ your character's special actions in combat situations. See the Characters chapter to learn more about your character's special actions.

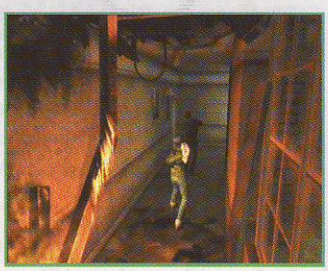


MELEE AND THROWING WEAPONS

Melee weapons are short-range, temporary weapons that the player character equips in the hand, such as Iron Pipes, Scrub Brushes, knives, or hospital Crutches. To use a melee weapon, hold R1 or R2 to raise the weapon, and press Action ⊗ to bash your opponents. Mark uses melee weapons to greater effect than any other character. See the Characters chapter for details.



Except for knives, all melee weapons degrade in quality after several uses. Pipes become bent and unusable, broomsticks break. Eventually, the character will wear the melee weapon down to a nub that is only useful for throwing at an enemy. Melee weapons don't break in Infinity mode.



Throwing weapons are projectiles that can be used once only. Since throwing weapons fly in an arc from the character's hand, you must stand at medium range in order to hit your target. If you are too close, the weapon will fly over the enemy! After throwing an item, the player character's hands will be clear. Equip another weapon immediately in preparation for the next attack.

Throwing weapons include Chemical Bottles, Molotov Cocktails, Concrete Pieces, and melee weapons that have been worn down to the nub. In Infinity mode, the same throwing weapon can be tossed repeatedly. However, you still have to re-equip your character after every toss.

FIREARMS

A firearm is any weapon that requires ammunition to attack. Firearms can be used to attack enemies from medium or long distances, limiting the chances that an enemy will be able to counterattack or inflict damage to the player character. Firearms include projectile-firing weapons such as Handguns, Shotguns, Grenade Launchers, Rocket Launchers, and even Stapler Guns.

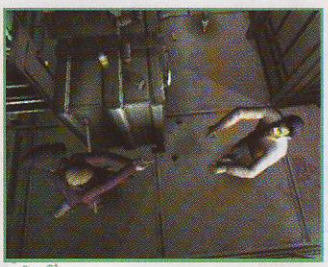


BROKEN FIREARMS

During the "Below Freezing Point" scenario, firearms can be broken by the claw swipe attacks of Hunters. To fix a broken Handgun or Shotgun, David the plumber can use his Junk Parts to make repairs. If David's services are not available, the broken weapon is useless.

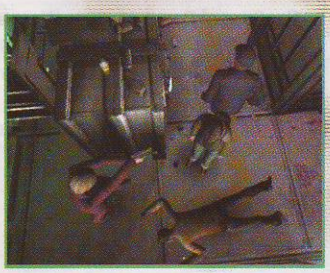
AIMING

Press and hold R1 to make your character auto-aim at the closest enemy. If the enemy moves or ducks, press L1 to adjust your aim. Sometimes, you may wish to attack an object or barrier rather than an enemy target. In such cases, position your character facing the object and hold R2 to aim directly ahead. Aiming is a factor in using not only firearms, but also in using melee weapons and unarmed attacks.



SWITCHING AIM

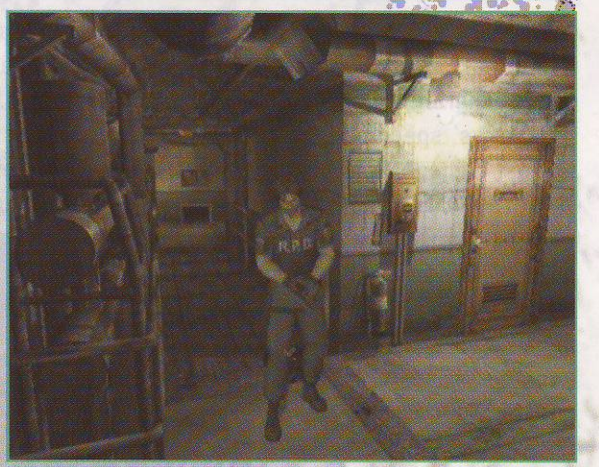
While aiming at one enemy target, you may wish to switch aim to another. For instance, if you are shooting one zombie and holding it at bay roughly ten feet from your character, another zombie may charge in to attack from the side. Hold R1 and press L1 to switch aim to next-closest target. Adjust your aim often using the L1 button, so that your character will "track" moving enemies with his or her weapon.



RELOADING

Firearms can be used until the weapon's magazine runs out of ammunition. The weapon must then be reloaded with compatible ammunition to be used again. Reloading is a real-time event, leaving the player character vulnerable to attack by enemies in the room. To reload safely, escape to another area or reload while another player character engages the enemies. Firearms do not need to be reloaded in Infinity mode.

Hold the L1 button to reload an equipped firearm. Release L1 to stop reloading. Firearms can be reloaded faster when the player character possesses a full magazine for the type of firearm equipped.



SCENARIO COMPLETION

RANKING POINTS

Upon completion of any scenario, the player is awarded a ranking grade based on the total time used to complete the mission. This grade and several other factors are combined in a complex formula to determine the ranking points achieved by the player. Ranking points can be used to "purchase" bonuses and extras in the Collection screen, so earning a lot of ranking points is important.

Examining the formula listed below, it is easy to ascertain how to achieve a higher number of ranking points per game. Playing online increases the multiples applied to your score, and thus allows you to gain thousands more points than playing offline in Single Play mode. The second most important factor is ranking grade, which means you must complete the scenario in lightning-fast time. Also, if you can complete the scenario without taking damage or using a weapon, you stand to gain points in the tens of thousands. Considering that more than 500,000 ranking points are required to purchase every bonus item in the Collection screen, you can see how important it is to boost your ranking points acquired per game.

CALCULATION OF RESULT POINTS

SINGLE PLAY MODE

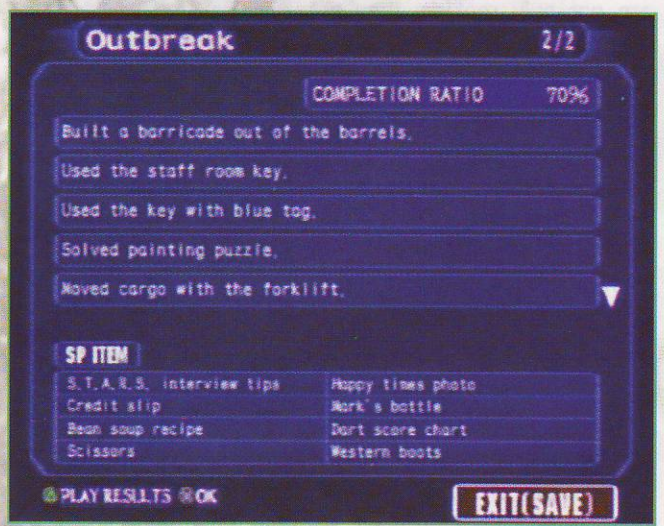
A = Total ranking points achieved per scenario Event Checklist item.
B = Number of Special Items in possession at the time of scenario clearing, x10 (Game Over = 0 pts.)
C = Clear bonus (Clearing the scenario = 500, Game Over = 0)
D = Difficulty multiple (Easy = 0.5, Normal = 1.0, Hard = 1.2, Very Hard = 1.75)
E = Surviving AIPC multiple 2 people = 1.5, 1 person = 1.2, 0 people = 0.8, Game Over = 0.8, No Partner Mode = 1.0
F = Clear time ranking multiple (S = 2.5, A = 2.2, B = 2.0, C = 1.8, D = 1.7, E = 1.5, Game Over = 1.0)
G = Special Bonus Multiple (Normal = 1, "No Damage" = 2, "No Weapon" = 2, "No Damage" & "No Weapon" = 3)
H = Mode Multiple (Scenario = 1, Infinite Ammo = 0.3)
Result Point = (A + B + C) x D x E x F x G x H (Truncates below the decimal point)

Network Play Mode

A = Total ranking points achieved per scenario Event Checklist item.
B = Number of Special Items in possession at the time of scenario clearing, x10 (Game Over = 0 pts.)
C = Clear bonus (Clearing the scenario = 500, Game Over = 0)
D = Difficulty Multiple (Easy = 0.8, Normal = 1.0, Hard = 1.2, Very Hard = 1.5)
F = Clear Time Ranking Multiple (S = 10.0, A = 7.5, B = 4.5, C = 3.0, D = 2.5, E = 2.0, Game Over = 1.6)
G = Special Bonus Multiple (Normal = 1, "No Damage" = 2, "No Weapon" = 2, "No Damage" & "No Weapon" = 3)
Result Point = (A + B + C) x D x F x G (Truncates below the decimal point)

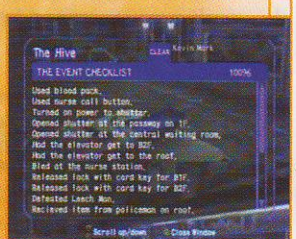
EVENT CHECKLIST AND COMPLETION RATIO

Achievement of objectives and triggering of key events adds to the event checklist and accumulates in the completion ratio percentage earned. Normally, you can achieve only roughly 40% - 80% of the event checklist items in one play-through of any given scenario. However, the events achieved are permanently recorded on the Event Checklist, viewable by pressing △ on the Scenario Select and Character Select screens. So eventually, you can acquire 100% of the scenario's Event Checklist items. When you have achieved 100% completion ratio for every scenario, Infinity Mode becomes available for purchase in the Collection menu.



REVIEWING COMPLETION RATIO PROGRESS

Press △ on the Scenario Select screen to view the cumulative Event Checklist. Use this list to determine which objectives you have yet to complete.



SPECIAL ITEMS

Hidden in corners and crannies of every stage are secret items, which help to unlock bonus features of the game. There are 20 Special Items to find in each scenario, plus 20 or more additional "Character-specific" Special Items that only certain player characters can find. However, you can only find a total of 8 Special Items per play-through. Additionally, Special Items only appear in "sets," so that only certain Special Items are available each time you play.



The number of Special Items found during a play-through adds to the overall ranking points, albeit in a very small way. When certain quantities of Special Items are found and recorded on the Character Log menu, bonus features are added to the Collection menu and made available to "purchase" with ranking points. Refer to the Special Items chapter to view a complete lists of Special Items as well as maps detailing the locations of all 260 Special Items. The Collection chapter contains information on bonuses unlocked by finding certain Special Items.

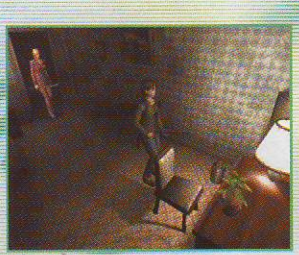
NETWORK SURVIVAL

This chapter is all about teamwork. Cooperative game play is the only way to thrive and survive in *Resident Evil Outbreak*. So whether you're playing Single Play or Network Play mode, this chapter has plenty of tips to improve your playing abilities and work with other player characters to achieve your collective goals. Adhere to the guidelines provided within, and you will prove to the online community that you are a worthy player who should be invited to any game.

INVENTORY MANAGEMENT

With only four slots to fill, you must try to balance out what few items you can tote. As a rule of thumb, carry only one weapon plus compatible ammo. Fill your third slot with one recovery item or a Mixed Herb, unless you're playing as Cindy and have the ability to carry more in your Herb Case. Leave your fourth space open to grab key items and additional weapons to trade with other player characters.





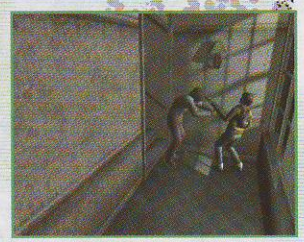
Although Yoko can carry eight items, try to stick to the same rules when playing her. Yoko should fill her backpack with recovery items and extra ammunition, and hand out these items to other player characters when their supplies run out.

AMMO CONSERVATION

Shoot only enough times to knock a zombie to the ground, then holster your weapon and stomp on its head until it dies. Avoid firing too quickly, because you may waste bullets when an enemy is already dead. Use the appropriate weapon to suit the situation. Do not "overkill" enemies by using weapons that are too powerful against weaker foes. For instance, avoid using a Shotgun to blast individual Baby Moths when one quick foot stomp works just as well and consumes no ammo. If you suspect that a boss fight is about to occur, or if you know a major battle is coming by reading the Scenarios chapter, then try to conserve powerful weapons such as Shotguns and Grenade Launchers. Ammunition wasters are not only rookies, they are also a drain on the team's resources.



ONE-SHOT SHOTGUN KILLS



In keeping with the "Ammo Conservation" tip above, use Shotgun Rounds wisely by maximizing the damage with each blast. Unlike other firearms, the Shotgun only works well at close range. You must wait for enemies to approach just inches from your character before firing. In the case of zombies and other humanoid enemies, the damage of a Shotgun blast is tripled when you aim for the face. As a zombie approaches, hold R1 and hold the Left Stick or D-pad up. Your character will raise his or her aim. When the zombie is just inches from the edge of the shotgun barrel, fire and you will very likely kill the enemy with one strike!

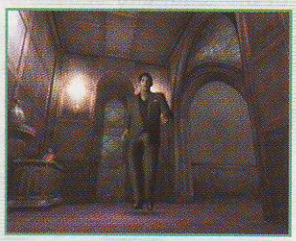
PLAY YOUR ROLE



Player characters are not just pretty faces to wear like masks. When you log online and play scenarios as a certain character, your teammates expect you to play the game in a certain manner, according to your character's abilities. Make sure you are familiar with the capabilities of the player character you've chosen.



If you are playing as Cindy, feel free to take all the herbs you want. But just be sure to use those herbs to cure your fellow teammates as well as yourself. If someone needs healing, call him or her by name. When Cindy is facing a character, select an appropriate herb or Mixed Herb from her Herb Case and use the "Aid" command to administer recovery. Players *expect* Cindy to perform such services at least once or twice each scenario.



If you're playing as George, allow yourself to lag behind the others a short distance and see what kinds of herbs are left over in previously explored areas. Use the Medical Set to mix pill-form medicines that will be more useful in the scenario being played. For example, in "Outbreak" George should make plenty of Recovery Medicines to help others recover from damage, or Antidotes to cure poisoning if playing harder difficulty levels. In "The Hive," make plenty of Hemostats to cure bleeding inflicted by Leeches and the Leech Man. In "Decisions, Decisions," which is an unusually long scenario, be sure to create plenty of Anti Virus items. Other player characters have a right to *expect* George to be handing out pills occasionally throughout a scenario.



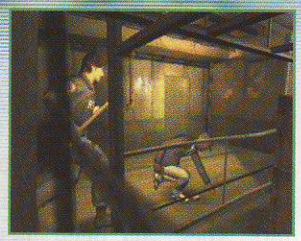
When playing as David, avoid collecting firearms. Instead, find the parts that allow the handy plumber to create unique weapons, such as Spears, Flame Sprays and Stun Rods. David can even trade these crazy inventions with other teammates. If someone hands you a Broken Handgun or Broken Shotgun, use your Junk Parts to fix it and then return the item. Teammates expect David to make at least one of his custom weapons per scenario.

WHO GETS THE AMMUNITION?



Two player characters arrive at a piece of ammunition simultaneously. Without keyboard or headset communication functions, how do the two of you decide who gets to reload?

There really is no way to negotiate such a situation. The best rule of thumb is for both players to try to pick up the ammo. The player character that receives the ammo should reload his or her weapon, and then offer the remaining ammunition to the player character that wanted the same bullets. However, if no ammunition is left over, it might be a wise idea to "make it up" to the person who lost out on the ammo bid. If you know where additional ammo might be, find it and take it to the player character that was left out last time. If the person is mindful of such transactions, they will drop whatever grudge they had when you took the previous ammo.



The same ideology should apply to recovery items, weapons and other supplies. If you already have one weapon, don't try to take a second. If you have one recovery item, do not hog up three more.

UNIFORM GOALS



All players want the same thing. All of the team members need for the forklift cargo to be raised in the Liquor Room. The whole team wants the Leech Man to die as soon as possible. So do not stand around, waiting idly for your partners to perform key tasks. Everything should be done in pairs, at the very least. If you see someone going for the Forklift Key in the Wine Room, *go with him or her*. Even if the other player achieves the objective, at least that player won't feel like the team expects him or her to do everything.



On the flip side of this, a little patience is sometimes required when dealing with new players. For instance, if you enter the Liquor Room and no one goes to the Wine Room with you to get the Forklift Key, then return to where the other player characters are and shout out someone's name: "David... Come here!" Get another player character to follow you and show the person where the Forklift Key is located. Show the person how to raise the cargo in the Liquor Room. Patience is the way to make friends online, and to make better players out of your friends.

THE TRADING MARKET



Other player characters will sometimes ask you for the items that you have, whether or not they really need them. Whether you agree to hand over an item freely is entirely up to you. Naturally, it is always better to trade items rather than to keep things when they serve no purpose in the immediate context of the scenario.

Keep in mind that in Network Play mode you are playing with real people; they are just as capable of offering aid in times of crisis, or they may coldly leave you at the mercy of predators when you need help the most. When in doubt as to whether to trust another player, try to be a helpful and reliable person first. Give away a few items without expecting them in return. However, avoid giving away *everything* you find. Remember the people to whom you have given items, and keep track of whether or not they returns the favor somehow. If you keep giving a person items and get nothing in return, start saying "No" to item requests until you get something back.



WHEN TO TRADE



Because requesting items opens the Status Screen, it is rude to request an item from another player character while he or she is engaged in combat. Wait until the person has defeated the enemies, or even better, *help* him or her clear the area. Then you may request items that you want or need without fear of ruining the game experience of others.

COOPERATIVE COMBAT



In previous *Resident Evil* games, there were ways to escape the grip of enemies like zombies and zombie dogs, reducing the amount of damage inflicted by breaking free more quickly. In *Outbreak*, this is not the case. If a player character is grabbed, it is entirely up to his or her fellow teammates to help the person break free and take a minimum of damage. When zombies or other enemies grab any of your partners, blast the enemy to set your ally free more quickly and reduce, if not negate, the damage done to your friend. If all teammates make it through the scenario, it means more points for everyone!

LEAD BY EXAMPLE, NOT BY COMMAND



The chat functions of the game allow you to communicate with the other player characters in a limited fashion. However, this function must be used with some common sense. If you run ahead of the team and constantly bray out "Come on," then others will soon tire of your presence. Only use commands such as "Come on!" or "We have to go!" when you feel like others are standing around doing nothing, or just making themselves targets when they should be running from overwhelming enemy forces.



Otherwise, if you feel like leading the team then lead by performing actions instead of constantly shouting out orders. Go grab a wounded player character and carry him or her to the next area, rather than let that person stay in a hot zone and suffer more damage. If you start a scenario and no one seems to be taking up weapons placed in obvious locations, then collect the weapons yourself and hand them out. If other players are trying to break down a door and you know where the key is, go get the key and unlock the door yourself rather than shouting nonsense at your comrades. Players may tire of hearing your voice if you constantly call their names. Make sure you call upon another character only when you want to trade with them or give them something they desperately need.

HEROES DIE ALONE



Avoid "playing the hero" or "taking one for the team." This game in particular is not very forgiving to players who stay behind and fight while others move on. If the rest of the team is out the door, fire one last shot or two and then follow after your friends before the door closes. You can be a hero by helping your teammates move from area to area, recover, and survive. If you die because of unnecessary heroics, the whole team misses out on points with your passing.

REVENGE OF THE ZOMBIES

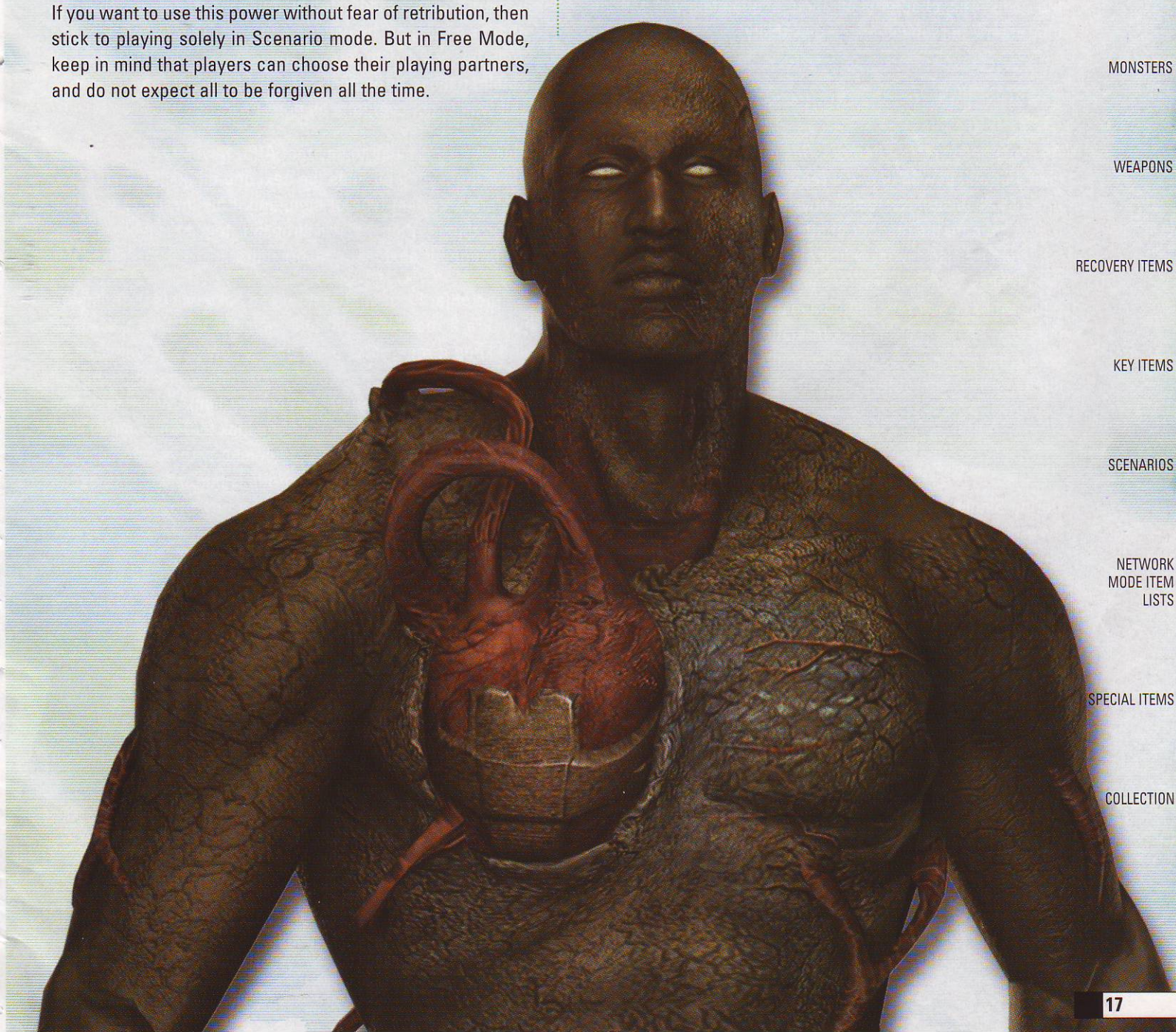
If you die during the game, you join the opposing team for a brief period as one of the walking undead. You may travel from room to room and attack other player characters. However, don't apply this newfound power too liberally. If another player ignored you throughout the game, then, in a sense, he or she is responsible for your demise. Such player characters are fair game and you should try to kill them if you can as payback for letting you die.

However, if all the players were extremely cooperative and assisted you during your time alive, then you really have no one but yourself to blame for dying. If you attack all the other player characters and attempt to make them lose the game as well, you might offend helpful allies. After such baseless revenge, you might find yourself dropped from a few buddy lists.

If you want to use this power without fear of retribution, then stick to playing solely in Scenario mode. But in Free Mode, keep in mind that players can choose their playing partners, and do not expect all to be forgiven all the time.

FUN WITH ZOMBIE MODE

If you have turned into a zombie and want to give a fellow teammate a good scare, then stand perfectly still and wait for another player character to pass by. When a zombie PC is moving, it is pretty obvious that he or she is a zombie due to the person's outstretched arms and limping walk. However, when PC zombies stand still, they look no different than when they were fighting for the good guys. When other player characters move in close, wait until they are just inches away and then move the Left Stick in their direction. Your zombie PC character will lunge after them with frightening speed. This scare tactic is worth quite a few good laughs.



CHARACTERS

The ordinary citizens of Raccoon City must rise and become heroes when disaster strikes the town. Each character adapts to the desperate nature of the situation, employing unique abilities that afford some chance of survival in this hostile environment. Understanding each character's abilities, strengths and weaknesses is tantamount to success in the game. This chapter is all about acquainting you with the characters' personalities and playability.

PHYSICAL STRENGTH POINTS

As explained in other chapters, *Resident Evil Outbreak* determines attack power, damage received and healing administered by an unseen system of physical strength points. These points indicate the number of attacks that the character can survive, and also reveal which characters are more durable than others. Some characters are more capable in combat, while other characters should avoid encounters as much as possible. Physical strength information is provided in chapter so that you may change your combat strategy when playing as certain characters.

TRAITS OF PARTNER CHARACTERS (AIPCs)

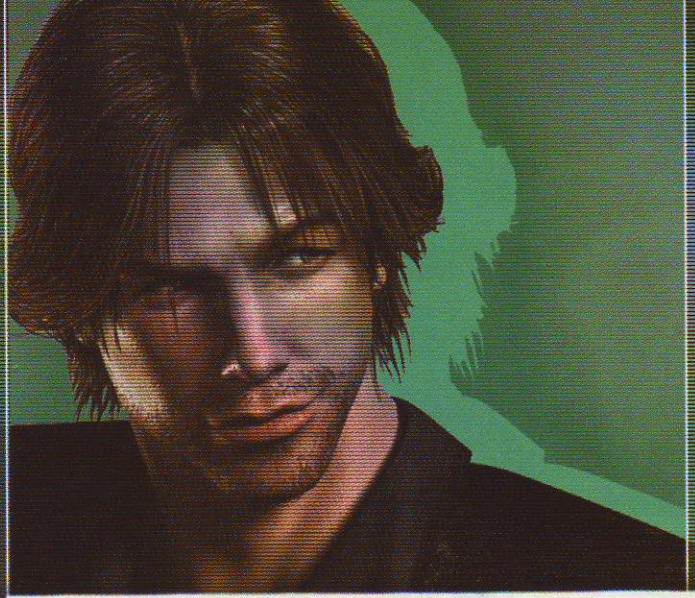
During Single Play mode, two partner characters controlled by artificial intelligence (AIPC) will accompany the player character. Working with the partner characters is like dealing with two unique personalities while attempting to clear the scenario. Each AIPC moves, communicates, and accumulates items in a unique fashion. Under the character descriptions in this chapter, you'll find pertinent descriptions of how each person behaves as an AIPC during a Single Play scenario.

The "Item Preference" charts for the characters show which items they want to pick up, and in what order they desire. For instance, after referring to the Item Preference chart listed in Kevin's section, you can understand that, *as an AIPC*, Kevin's first goal is to fill one item slot with a weapon. Typically, he will drop lesser weapons for more powerful ones, as indicated by the "Power" remark. Once he obtains a weapon, he will try to pick up a recovery item, and then he will try to obtain ammunition. Once Kevin has obtained these three items, he will fill his last remaining item slot with whichever item he finds next.

This does not mean to say that AIPC Kevin will not take any other items until he finds the next one on his list. Rather, he prefers a certain type of item, and if his inventory is full of other things, then he will drop an item he favors less in exchange for an item he favors more.

On the other hand, a character like Yoko will first attempt to procure a recovery item, and then she will take a weapon and keep it regardless of its attack power. She will then fill her next slot with some type of ammunition, and then she will seek to obtain yet another recovery item. Since Yoko has eight item slots to fill, she will then look for more ammunition to acquire. This behavior is in keeping with her personality, since her main benefit to any group is her ability to stockpile additional supplies in preparation for any situation.

Item preference information also indicates whether you can hand a key item to an AIPC and expect them to hang onto it. For instance, if Kevin possesses a weapon, a recovery item and some ammo, then you can hand him a key item to hold with confidence that he will not exchange it for the next item he sees. However, if Kevin has a recovery item and ammunition but not a weapon, he might set the key item on the ground in exchange for the next weapon he spots. You can expect AIPCs to hold items for you only when their own needs are already fulfilled.



KEVIN RYMAN

OCCUPATION:

POLICE OFFICER, RACCOON CITY POLICE DEPARTMENT (R.P.D.)

PHYSICAL STRENGTH:

2300 POINTS

Kevin is a policeman who works for the Raccoon City Police Department. He has superior athletic abilities and is an outstanding shot. A good fellow all around, he's also a dyed-in-the-wool optimist who doesn't dwell on small things. His happy-go-lucky, blissful personality sometimes works against him, since he has failed the S.T.A.R.S. selection process twice.

PERSONAL ITEM:

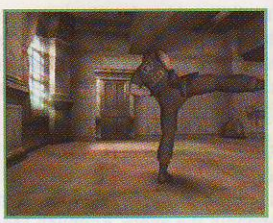
45 AUTO FOR KEVIN



This is a more powerful weapon than the usual handgun, but ammo is scarce. Kevin's custom weapon is handy in almost all boss fights, so reserve this weapon until you meet a worthwhile foe.

SPECIAL ACTIONS:

KICK:



Hold R1 and press Cancel to execute a swift kick. This is great to knock enemies backward just as they are about to attack. Kevin then has enough room to aim a firearm or prepare a knife attack. The kick can also be used to break down locked doors and to open locked wall panels.

POTSHOTS:

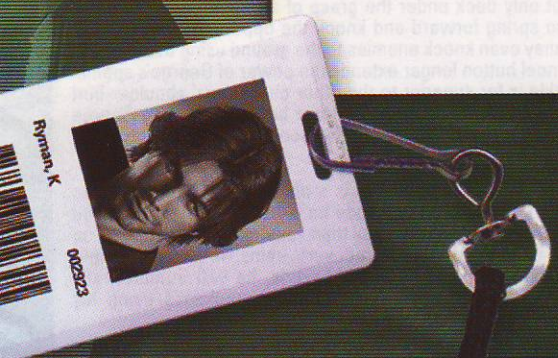
Hold R1 for a long moment while equipped with a Handgun or the 45 Auto for Kevin. Soon, Kevin will readjust his aim. If you wait to fire until after Kevin has readjusted, his aim is better and he inflicts more damage to an enemy with the next shot.

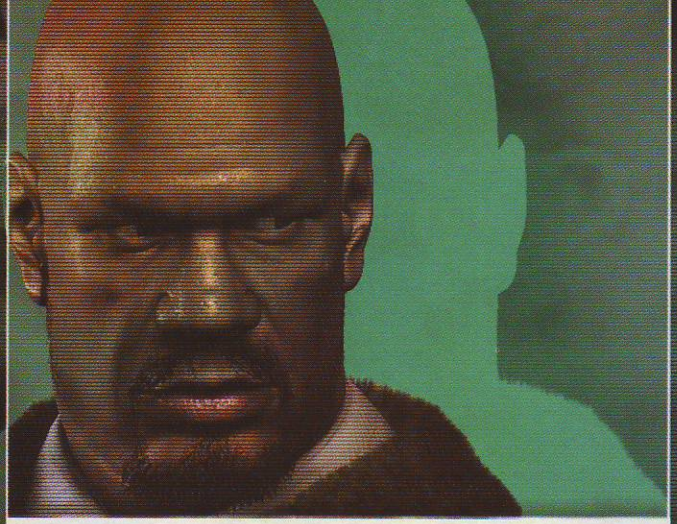
AIPC BEHAVIOR:

When Kevin appears as a partner in Single Play mode, he tends to be a bit chatty and hyperactive. Kevin actively seeks out and attacks enemies. If you find a weapon or recovery item, he sometimes tries to compete with you for the item. Kevin will run around the room as if exercising, but he will rarely leave to go exploring on his own.

AIPC KEVIN: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Weapon (Power)
2	Recovery Item
3	Ammunition
4	Other Items





MARK WILKINS

OCCUPATION:
SECURITY GUARD

PHYSICAL STRENGTH:
3000 POINTS

Currently working for a security company in Raccoon City, Mark is a Vietnam War veteran. Over 50 years old, his robust strength has still not dimmed at all. He has tasted the emptiness of war, and there is a side to him that is mentally fragile. Now, more than anything, he just wants to live in peace.

PERSONAL ITEM:
HANDGUN FOR MARK

Mark's personal automatic is similar to the other handguns found throughout the game. Although Mark's Custom Handgun inflicts slightly less damage per attack, Mark has modified the barrel to inflict better damage at longer range.

SPECIAL ACTIONS:

GUARD:

Hold R1 and press Cancel to guard against attack by enemies. Mark can fend off common attacks from most frequently encountered enemies. However, his virus meter will still increase from the contact. Strong attacks from unique enemies will still cause damage to Mark even while he is guarding.



FULL SWING:

Hold R1 longer while equipped with a cylindrical melee weapon, such as an Iron Pipe, a Long Pole, or a Crutch. Mark will raise the melee weapon to the usual position, and after a moment he will raise it higher. This indicates that Mark is ready to perform a full swing, causing more damage than the normal attack.

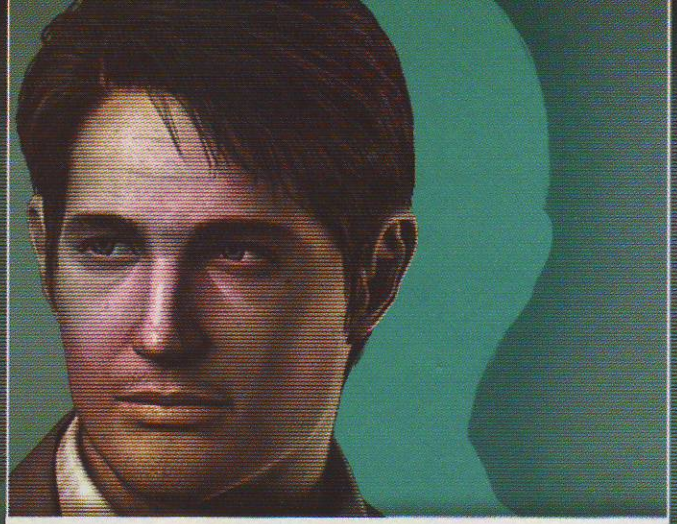
AIPC BEHAVIOR:

When appearing as a partner character in Single Play, Mark typically sticks with the group. He will not attack enemies unless they approach within very close range of him. He will not pick up recovery items as long as there are other items to obtain, so you will very likely have to trade recovery items into his inventory in order to heal him.



AIPC MARK: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Weapon (Power)
2	Ammunition
3	Recovery Item
4	Other Items



GEORGE HAMILTON

OCCUPATION:
DOCTOR

PHYSICAL STRENGTH:
2100 POINTS

A doctor who works at Raccoon City Hospital, George is a first-class surgeon. He doesn't exactly take the lead and call the shots, but he does possess a cooperative spirit and the power to naturally acquire the trust of others.

PERSONAL ITEM:
MEDICAL SET

By combining the herbs and herb mixtures of various types with the Medical Set, George can prepare a variety of compound chemicals with many uses. With this method, he can transform an herb into something more useful for the patient's current ailment.



SPECIAL ACTIONS:

MEDICAL SET CREATIONS

MATERIAL + MEDICAL SET	CHEMICAL FORMED
Green Herb	Antidote
Blue Herb	Recovery Medicine
Red Herb	Hemostat
Blue Herb + Red Herb	Recovery Medicine (Large)
Green Herb + Blue Herb	Anti Virus
Green Herb + Green Herb + Blue Herb	Anti Virus
Green Herb + Blue Herb + Red Herb	Anti Virus (Large)
Recovery Medicine Base	Recovery Medicine

TACKLE:

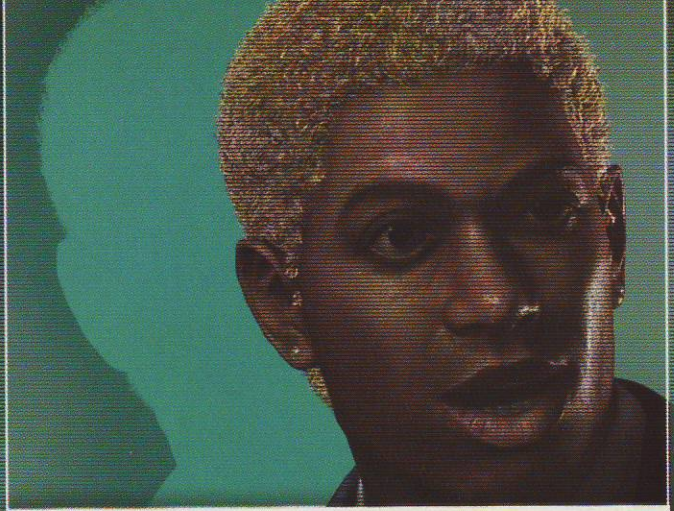
Hold R1 and press Cancel. With this move and the proper timing, George can not only duck under the grasp of an approaching zombie, but he can also spring forward and knock the opponent several steps backward. He may even knock enemies to the ground using this method. Holding the Cancel button longer extends the power of George's special tackle. The tackle is far superior to the other characters' shoulder-butt attacks, not only due to the increased power but also because George can perform this maneuver even while equipped with a weapon.

AIPC BEHAVIOR:

In spite of the fact that George is a physically strong character, as an AIPC in Single Play mode he tends to shirk combat. The doctor usually walks rather than runs, prefers to explore on his own, and collects recovery items. If given the right herbs or mixed herb compounds, he will automatically convert the items into pills and medicines using his skills.

AIPC GEORGE: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Recovery Item
2	Weapon
3	Recovery Item
4	Other Items



JIM CHAPMAN

OCCUPATION:
SUBWAY TRANSIT SYSTEM EMPLOYEE

PHYSICAL STRENGTH:
1800 POINTS

A subway employee, Jim is a friendly and cheerful fellow, but exposes his cowardice and narrow-mindedness. Even though he means no harm, he talks too much and invites frowns of disgust from those around him. However, he has powers of intuition and is very good at solving puzzles.

PERSONAL ITEM:
COIN



While hanging around a location that is free of enemies, select Jim's coin and use it. Jim produces his coin and flips it in the air. The result is displayed onscreen. Each time the coin comes up "heads," Jim's rate of critical hits increases 15%. Therefore, if you flip the coin three times in a row and achieve "heads" each time, Jim's critical hit rate rises by 45%! However, if the coin comes up "tails," the bonus is reset to 0%. Used wisely, the Coin can turn Jim into a real killing machine even though you wouldn't believe it possible!



SPECIAL ACTIONS:
PLAYING DEAD:

Hold R1, then press and hold the Cancel button. Jim falls to the ground and remains motionless. Enemies will ignore him while he is playing dead, so this is particularly useful when surrounded. However, it is important not to overuse this because the virus gauge increases more rapidly whenever Jim plays dead.

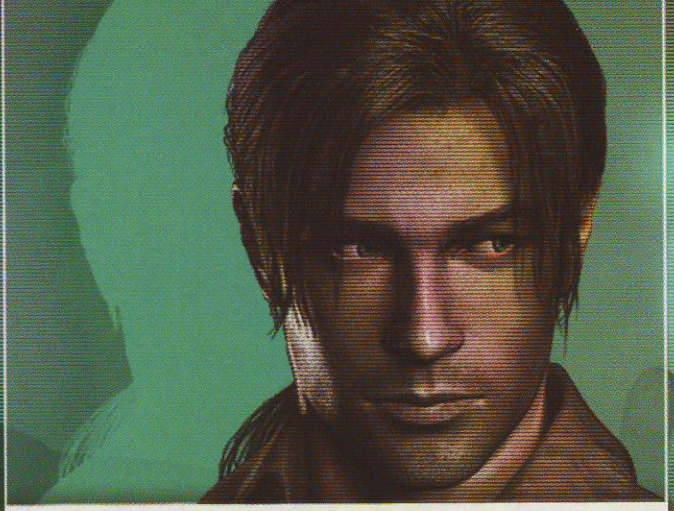
ITEM SENSE:

Even if Jim is coming to a room for the first time, when the map is opened the position of the items in that room will be indicated by question marks. The type of item is not specified until the area is examined.

AIPC BEHAVIOR:
In Single Play, Jim typically runs willy-nilly around areas, panicking and cursing. He often wanders away from the group. Jim tends to hoard weapons and recovery items, preferring to always have at least two of each in his inventory. He will use up First Aid Sprays and herbs, healing himself even when hurt only mildly. Jim rarely procures or hangs onto ammunition, even if he has the pertinent firearm in his inventory. If you want Jim to reload his weapon, oftentimes you must ask him for the weapon, reload it yourself, and then give it back to him.

AIPC JIM: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Weapon
2	Recovery Item
3	Weapon
4	Recovery Item



DAVID KING

OCCUPATION:
PLUMBER

PHYSICAL STRENGTH:
2200 POINTS

A quiet plumber, David doesn't speak at all about his past, but it's not because he's unfriendly; he just seems to be a man of few words who only speaks when necessary. With sharp eyesight and deft movements of his knife, he can prove his worth getting around in a scene of bloodshed.

PERSONAL ITEM:
TOOL TRAY



David's repair kit includes nine pieces of Vinyl Tape, 12 Monkey Wrenches, a Folding Knife and three sets of Junk Parts. The Folding Knife can be equipped as a weapon and used in one of the special actions listed below. The Monkey Wrenches are also used in one of David's special actions listed below, but he carries only a limited number per scenario. The Junk Parts can be used three times per scenario to fix a broken item, such as a Broken Handgun or Broken Shotgun. Vinyl Tape can be used nine times to combine found parts into one homemade weapon:

DAVID'S HOMEMADE WEAPONS

ITEM COMBINATION	RESULT
Kitchen Knife + Wooden Stick	Spear
Bug Spray + Lighter	Flame Spray
Iron Pipe + Concrete Piece	Hammer
Iron Pipe + Battery	Stun Rod

SPECIAL ACTIONS:
MONKEY WRENCH TOSS:

Hold R1 and press Cancel to make David toss one of his Monkey Wrenches at a foe, a door or a removable obstruction. This tossed weapon causes more damage than the usual unarmed attack. However, the number of Monkey Wrenches available per scenario is limited to what David carries, and there is no way to obtain more.

CONTINUOUS KNIFE ATTACK:

Hold R1 as a human-sized enemy approaches, and then press Action three times with the proper timing to perform a devastating combination knife attack. David is sure to become a favorite of all *Resident Evil* fans who prefer to clear whole adventures with nothing but a blade.

AIPC BEHAVIOR:
David's personality as a loner and a rebel shines through whenever he appears as an AIPC partner in Single Play mode. David tends to wander off and look for enemies to take on alone. Typically he will not retain recovery items, and he will not use them unless in DANGER status. For all these reasons, he is a somewhat difficult partner to keep alive. Try to keep a First Aid Spray handy when accompanied by David. When he is badly injured, spray him as he walks close by. If David obtains two items that he can combine, he will immediately build a homemade weapon. In spite of his apparent selfishness, if David already has two or more weapons then you can hand him important items to hold. He tends to keep key items and event objects until you request their return.

AIPC DAVID: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Weapon
2	Weapon
3	Other Items
4	Other Items



YOKO SUZUKI

OCCUPATION:
COLLEGE STUDENT

PHYSICAL STRENGTH:
1300 POINTS

Yoko calls herself a university student and she is very knowledgeable about computers. She has a quiet and reserved personality, but the strength of her inquisitive mind emerges with a toughness that surprises. However, once she gets hung up on something, she's a bit slow on the uptake with other things.

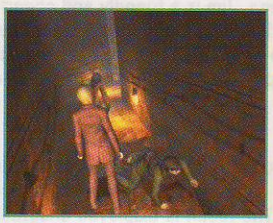
PERSONAL ITEM:
KNAPSACK



In addition to the usual four items, Yoko can carry another four items in her Knapsack. To store items in her knapsack, select the item and use the Combine command to combine it with the knapsack. The item will be stored away. To make stored items available again, select the backpack and choose "Switch" from the command list. Select the item you wish to move, then select an item or open slot in the usual inventory to make the item from the backpack available for use. You may also store items directly in the knapsack during procurement simply by highlighting the knapsack icon and pressing Action.



SPECIAL ACTIONS:
ESCAPE:

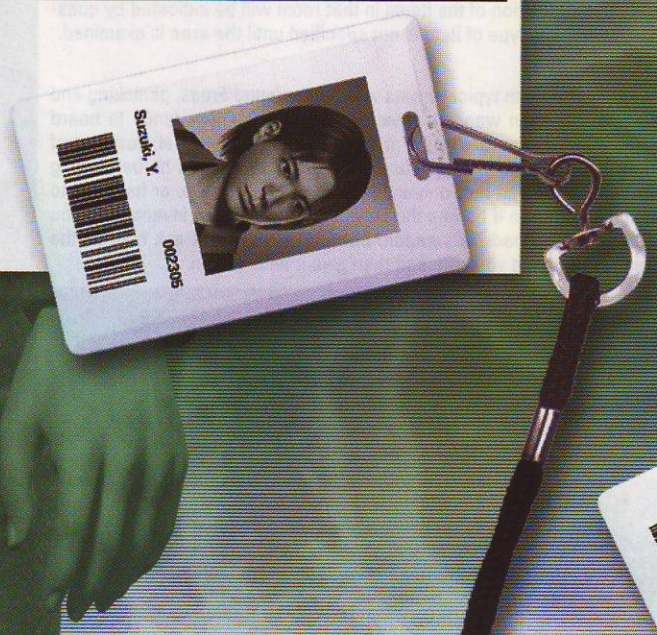


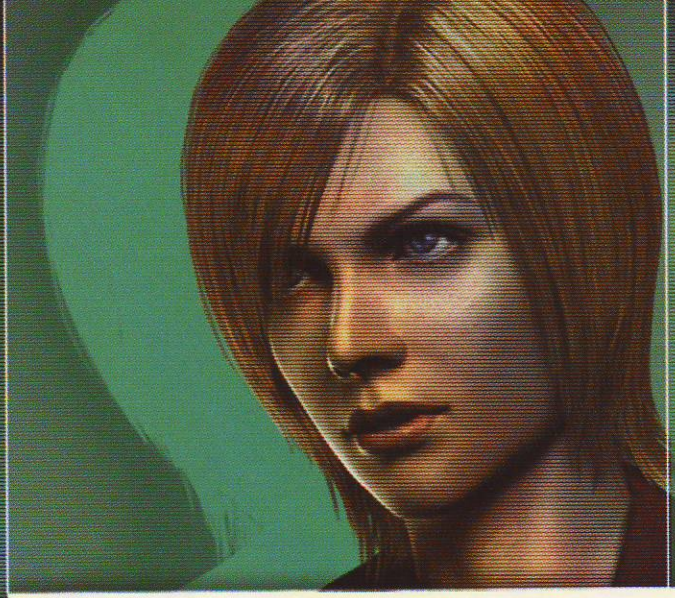
Hold R1 as an enemy approaches, and then press and hold the Cancel button. Yoko spins and scampers away. The distance she moves from the enemy depends on how long the Cancel button is held.

AIPC BEHAVIOR:
AIPC Yoko seems very supportive. She follows the player character at a short distance, but does not crowd you or hover around as you move to procure items. She usually engages in combat only in self-defense. As the player character fights with enemies, Yoko tends to run off and search the room to procure recovery items and ammunition. However, she may assist you in combat if the "Help!" appeal is issued.

AIPC YOKO: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Recovery Item
2	Weapon
3	Ammunition
4	Recovery Item
5	Ammunition





ALYSSA ASHCROFT

OCCUPATION:
JOURNALIST

PHYSICAL STRENGTH:
2000 POINTS

Alyssa is a newspaper journalist working for the local paper. With a vigorous sense of curiosity, she has an insatiable appetite for collecting various bits of information. This is the source of her power. With a pushy and strong personality, she is a sore loser who often clashes with others. But even though she is stuck on herself she does take care of her fellow man.

PERSONAL ITEM:
PICKING TOOL

Certain doors, cabinets and lockers throughout the game are locked, but there is no key. Alyssa can open these doors and compartments with her set of lock picks. Stand in front of the door you wish to unlock, open the Status Menu, select one of Alyssa's picking tools and use it. While the pick is in the lock, press Action rapidly to open the lock. Press Cancel to stop the process. Each tool is shaped differently. If the first tool you choose is not opening the door as quickly as you'd like, attempt to use a different pick.

Regarding the special areas and compartments that only Alyssa can open, use the following table to speed up your lock picking.

BEST PICKING TOOL PER COMPARTMENT

LOCATION	EASY / ITEM	NORMAL / ITEM	HARD / ITEM	VERY HARD / ITEM
"Outbreak" Drawing Room cabinet	S-Shaped Pick Shotgun	S-Shaped Pick Handgun	W-Shaped Pick Handgun	W-Shaped Pick First Aid Spray
"Below Freezing Point" Break Room locker	S-Shaped Pick Shotgun	S-Shaped Pick Shotgun	I-Shaped Pick Shotgun	S-Shaped Pick Grey Chemical Bottle
"The Hive" Locker Room locker	P-Shaped Pick Handgun	P-Shaped Pick Handgun Magazine	P-Shaped Pick Chopper	S-Shaped Pick Handgun Magazine
"The Hive" Office drawer	W-Shaped Pick Anti Virus	W-Shaped Pick Recovery Medicine (Large)	I-Shaped Pick Recovery Medicine	I-Shaped Pick Recovery Medicine
"Hellfire" Room 102 bathroom	I-Shaped Pick Vitriol Rounds	I-Shaped Pick Vitriol Rounds	P-Shaped Pick Vitriol Rounds	W-Shaped Pick Shotgun Rounds
"Hellfire" Room 201 bathroom	S-Shaped Pick First Aid Spray	S-Shaped Pick First Aid Spray	(Backdraft) (Backdraft)	W-Shaped Pick Green Herb
"Hellfire" Room 202 bathroom	W-Shaped Pick Anti-Virus	W-Shaped Pick Anti-Virus	I-Shaped Pick Anti-Virus	I-Shaped Pick Anti-Virus
"Hellfire" Store Room locker	S-Shaped Pick First Aid Spray	S-Shaped Pick Green Herb	W-Shaped Pick Green Herb	(Backdraft) (Backdraft)
"Decisions, Decisions" 1F Elevator Passway locker	S-Shaped Pick Assault Rifle	S-Shaped Pick Handgun	W-Shaped Pick Handgun	W-Shaped Pick Handgun Rounds
"Decisions, Decisions" B4F Control Room locker	P-Shaped Pick Assault Rifle Magazine	P-Shaped Pick Assault Rifle Magazine	P-Shaped Pick Assault Rifle Magazine	S-Shaped Pick Glasses

SPECIAL ACTIONS:

BACK STEP:

As the enemy is lunging for Alyssa, hold R1 and press Cancel to step just out of its range. This retreating move allows Alyssa to step back into the perfect range to counterattack with a tackle or a melee weapon.

POTSHOTS:

Hold R1 for a long moment while equipped with a handgun or certain other pistols. Soon, Alyssa will readjust her aim. If you wait to fire until after she has readjusted, her aim is better and she causes more damage to an enemy with the next shot. This ability makes Alyssa more adaptable to combat than the other female characters.

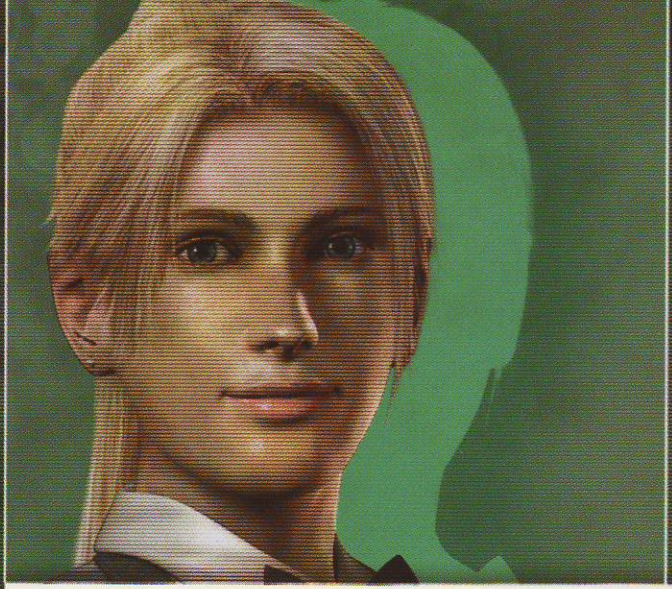
AIPC BEHAVIOR:

A typical hard-nosed reporter, AIPC Alyssa tends to boss everyone around and admonish other characters for little or no reason. She tends to follow the player character very closely, and won't hesitate to compete for items to see who can pick it up first. While Alyssa does not actively seek out enemies to fight, she won't hesitate to unload on any foe that falls in her path. Oftentimes, you'll find yourself trying to pull her away from a meaningless fight in order to proceed.

AIPC ALYSSA: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Weapon
2	Recovery Item
3	Ammunition
4	Other Items





CINDY LENNOX

OCCUPATION:
WAITRESS

PHYSICAL STRENGTH:
1500 POINTS

A waitress at J's Bar, Cindy is a popular person because of her unbreakable bright smile. Whether it's her nature or the environment, she's full of a service spirit and always thinks of other people over herself. Even in a severe situation, she unexpectedly gathers her courage and adapts to the reality of a cruel society.

PERSONAL ITEM:
HERB CASE



Cindy can store each of the numerous recovery herbs in this handy case. To operate the Herb Case, select Cindy's personal item and the contents of the Herb Case will be displayed. The case comes loaded with two Red Herbs, two Green Herbs and two Blue Herbs. This container will hold a maximum of three of each type. The herbs can be mixed together directly inside the case as long as there is one open slot inside the case. To move an herb or herb compound to the normal inventory slots, select Cindy's case, open it and choose the herb or herbs to move, then select the "Take Out" command. You cannot put other types of items into the Herb Case. Cindy can also treat others with the herbs in her case, applying healing directly to the afflicted. To treat other characters, move close to them and face them, choose an herb or mixed herb in the Herb Case, and select the "Aid" command.



SPECIAL ACTIONS:
DUCK:



Hold R1 and press Cancel when an enemy is about to attack. With the right timing, Cindy can duck under an enemy's reach or avoid claw swipes or bites. Rather than sticking around to fight, use the brief opportunity to run away.

AIPC BEHAVIOR:
As a partner character in Single Play, Cindy tends to take on the role of nursemaid. She absolutely hoards recovery items, and heals herself only when her physical strength drops to half or less. She will approach and heal other characters with the medicine in her Herb Case twice per scenario, and then no more. Cindy does not actively seek to find weapons, but she will pick one up and equip it if she acquires it "accidentally." You may have to find a weapon for Cindy and give it to her in trade early in the scenario. Cindy does not actively seek to combat enemies. She will often attempt to run past foes without firing a shot, even though she sometimes takes damage as a result. Cindy tends to attack foes only when other characters are attacking, or when characters are being attacked and cry out for help.

AIPC CINDY: ITEM PREFERENCE

ITEM SLOT	PREFERRED ITEM
1	Recovery Item
2	Recovery Item
3	Other Items
4	Other Items



MONSTERS



The enemies of *Resident Evil Outbreak* fall into two categories: frequently encountered foes and boss monsters. Bosses are unique creatures with higher stamina and stronger attacks. They appear only once in all of the scenarios. The strengths, weaknesses and strategies to defeat boss monsters are covered in the appropriate walkthroughs of the Scenarios chapter in this guide. This chapter focuses primarily on the frequently encountered, non-boss enemies.

PHYSICAL STRENGTH POINTS

The combat system of *Resident Evil Outbreak* operates on a hidden points system. Each monster is loaded into the game with a certain number of physical strength points, randomly chosen from a range of variables. These points determine how many attacks an enemy can suffer before it dies. So, while every enemy will have variable strength points, each creature is limited within a certain range. Compare the range of physical strength points for any monster to any weapon's attack power, and you can determine roughly how many attacks are required to kill a monster.

For example, a Handgun has a basic attack power of 140 points at close range, less at greater distances. This means that every shot delivered to an enemy at close range subtracts 140 physical strength points from the enemy's total. Therefore, a Zombie in Normal difficulty with 800 to 1150 physical strength points may require five to eight Handgun attacks to kill, or even more at greater range. Use this information to gain an understanding of how best to attack enemies throughout the game. Even without the math, these ranges allow you to compare the relative "toughness" of enemies to one another.

ATTACK POWER

Just as player characters can reduce a monster's physical strength points, monsters can perform attacks to reduce the physical strength and status of player characters. The numbers indicated for each monster attack give a range of damage inflicted to the player character every time the attack is successful. Keeping in mind the total number of physical strength points possessed by your character, as detailed in the Characters chapter, you can then determine how many attacks your character can endure before a drop in status or death. Even without the math, these ranges allow you to estimate any foe's relative damage capabilities.

ZOMBIE

SCENARIO APPEARANCES

"Outbreak"
"Below Freezing Point"
"The Hive"
"Hellfire"
"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: ZOMBIE

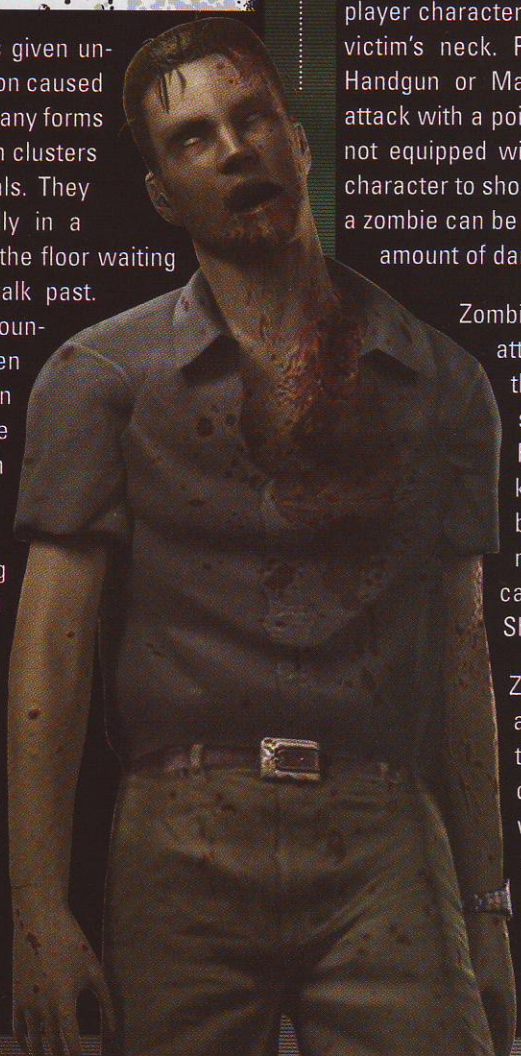
Network Easy	500-850
Network Normal	800-1150
Network Hard	900-1250
Network Hard	1000-1700
Single Play Easy	500-750
Single Play Normal	600-850
Single Play Hard	700-900
Single Play Very Hard	900-1250

ATTACK POWER: ZOMBIE

ATTACK	EASY	NORM	HARD	V. HARD
Punch	40-50	50-60	60-70	80-110
Grab (No Bite)	50-150	50-150	50-200	100-200
One-Shot Punch	100-120	160-240	260-320	300-380
Grab Attack 1 (Standing)	100-140	160-240	260-320	300-380
Grab Attack 2 (Floor)	100-130	120-180	200-260	230-300

ZOMBIE DESCRIPTION

Zombies are undead flesh-seekers given unlife through mutation and reanimation caused by the T-virus. Zombies appear in many forms and dress styles. Zombies appear in clusters and also appear as lone individuals. They may be encountered standing idly in a room, or they may be lying flat on the floor waiting for some unsuspecting fool to walk past. They are the most frequently encountered enemies in the game. Even though you may kill all the zombies in a room, many locations cannot be cleared of zombies for very long. In most areas, zombies will "follow" player characters into rooms, and some will even continue pursuing player characters from room to room. Zombies may even be player characters that were formerly your allies, who have died and returned to life.



ZOMBIE STRATEGY

Zombies are not exceptionally intelligent enemies. Their unique craving for flesh is a device of the T-virus coursing in their veins, a method of the virus to spread itself from victim to victim. Their main method of attack is close-range combat. Therefore, if you can stay far enough away from a zombie and escape a room without suffering damage, there is no need to confront these creatures in battle.

If you can fire upon zombies from a distance, you can defend yourself from harm completely. With each attack delivered to a zombie, there is chance that the zombie will enter "fainting" mode. During a faint, the zombie will fall to the ground and become inactive for a short to medium length of time. The creature regains a small amount of physical strength points during this time. When time expires, the zombie will rise again and follow after the closest player character. While zombies are fainted on the ground, they can be snuffed out by continuing to fire at them with low aim, or by stomping on them with your heel.

Zombies will strike player characters for small amounts of damage, mainly to "stun" the player character in preparation for its more complex attack. Zombies prefer to grab player characters and then gnaw on the jugular vein in the victim's neck. Player characters armed with a loaded Handgun or Magnum will defend themselves from this attack with a point-blank headshot. If a player character is not equipped with a weapon, it is up to another partner character to shoot the zombie who has hold of the victim. If a zombie can be made to release a victim soon enough, the amount of damage it inflicts is reduced.

Zombies can be damaged and prevented from attacking by striking them with melee and throwing weapons. Specific special actions such as George's Tackle attack or Mark's Full Swing of a melee weapon can possibly knock a zombie to the ground with a single blow, sending the creature into fainting mode immediately. One or more zombies can be killed instantly by aiming a single Shotgun blast upward at their head region.

Zombies are so numerous in the game that attempting to fight all of them is a waste of time and ammunition. The simplest method of dealing with zombies is to flee from them whenever possible, unless they bar access to the proper exit.

CROW

SCENARIO APPEARANCES

"Outbreak"
"The Hive"
"Hellfire"

PHYSICAL STRENGTH POINTS: CROW

Network or Single, Easy	10
Network or Single, Normal	40
Network or Single, Hard	50
Network or Single, Very Hard	90

ATTACK POWER: CROW

ATTACK	EASY	NORM	HARD	V. HARD
Rush Attack	80-100	100-140	100-160	120-180

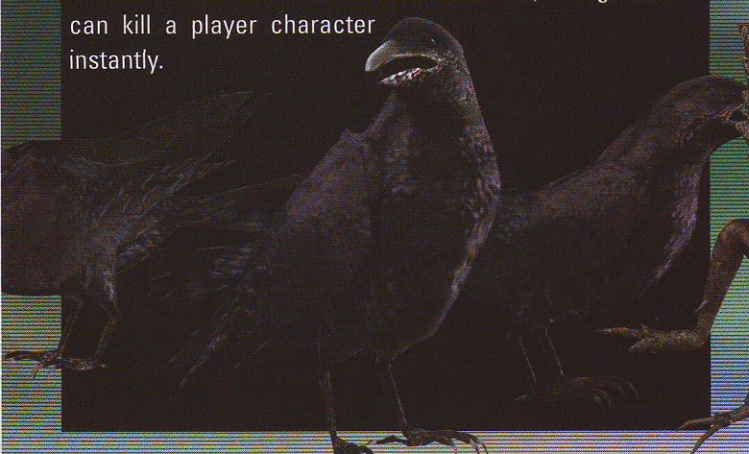
CROW DESCRIPTION

Crows are native black birds in the Raccoon City area that have eaten contaminated meat or been attacked by infected rats to become infected with the T-virus. Their infection gives them an intense hunger for living flesh, which is merely the incubation method for the virus they carry. Crows tend to appear in flocks and attack as a group.

CROW STRATEGIES

Crows attack by diving at prey, but this method causes only a tiny amount of damage and virus spread. These black birds are also capable of settling over a semi-stationary target and instigating a deadly series of pecking attacks that immobilize the victim. The longer this attack is allowed to continue, the greater the damage inflicted. While the victim has no recourse against this attack, a partner character can save the victim by shooting the Crow out of the air.

Because Crows fly swiftly around areas, they are extremely difficult to target. Unfortunately the best way to kill a Crow is to wait until it settles over one of your partners to begin its pecking attack. Crows can be killed with a single shot from a Handgun, or with one blow from a melee weapon. Crows usually appear in areas where the player characters must engage in a life-threatening task, such as leaping from one rooftop to another, or sidestepping around a narrow ledge outside the third story of a building. If Crows are allowed to interfere with such activities, a single attack can kill a player character instantly.



SCISSOR WORM

SCENARIO APPEARANCES

"Outbreak" (Hard & Very Hard Only)

PHYSICAL STRENGTH POINTS: SCISSOR WORM

Network or Single, Hard	1200-1500
Network or Single, Very Hard	1400-1700

ATTACK POWER: SCISSOR WORM

ATTACK	HARD	V. HARD
Scissor Attack (Stab)	250-400	300-450
Scissor Attack (Sting)	350-550	500-700

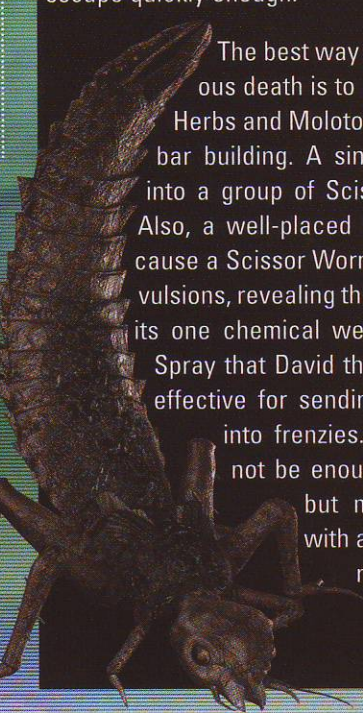
SCISSOR WORM DESCRIPTION

Scissor Worms are mutant insects that have grown long tails with twin razor-sharp piercing stingers, which these monsters use to inflict POISON status on their victims. They appear in massive droves, flooding the streets of Raccoon City during the "Outbreak" scenario. Thankfully and unfortunately at the same time, they only appear in Hard & Very Hard difficulty levels.

SCISSOR WORM STRATEGY

Scissor Worms are extremely hard to kill with regular firearm attacks. And due to their poison-inflicting attacks, melee combat is entirely out of the question. Scissor Worms do not move very fast, so they are easy to outrun. However, they appear in an area where you must accomplish several objectives, such as setting up barricades and releasing and igniting a tanker truck's fuel. Scissor Worms love to surround these areas in clusters, where they can trade off stinging your character to the point where he or she cannot escape quickly enough.

The best way to prevent a grueling, poisonous death is to arm your character with Blue Herbs and Molotov Cocktails before leaving the bar building. A single Molotov Cocktail tossed into a group of Scissor Worms works wonders. Also, a well-placed blast of Pesticide Spray will cause a Scissor Worm to flip over and go into convulsions, revealing that all its mutation hasn't cured its one chemical weakness. Likewise, the Flame Spray that David the plumber can create is also effective for sending groups of Scissor Worms into frenzies. Any of these methods may not be enough to kill the mutant insects, but may provide your character with ample opportunity to complete required tasks and escape.



GIANT MOTH

SCENARIO APPEARANCES

"Below Freezing Point"

PHYSICAL STRENGTH POINTS: GIANT MOTH

Network Easy	600-800
Network Normal	1200-1550
Network Hard	1300-1600
Network Hard	1800-2000
Single Play Easy	1200-1400
Single Play Normal	1200-1550
Single Play Hard	1300-1600
Single Play Very Hard	1800-2000

ATTACK POWER: GIANT MOTH

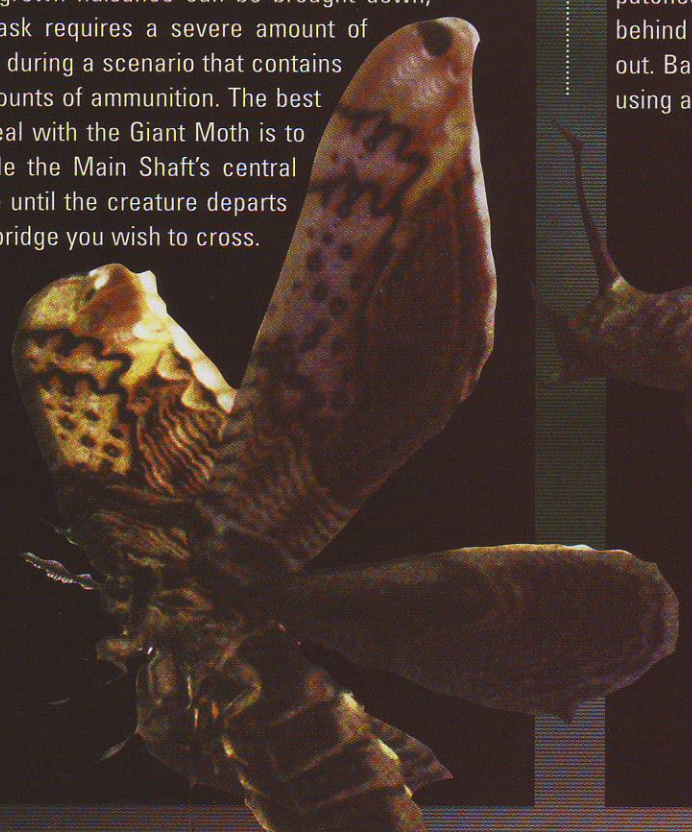
ATTACK	EASY	NORM	HARD	V. HARD
Powder	100-150	100-180	120-200	150-250
Direct Attack	100-150	150-250	250-350	450-500

GIANT MOTH DESCRIPTION

The Giant Moth is a unique enemy that appears in the Underground Laboratory stage's Main Shaft room in the "Below Freezing Point" scenario. As player characters attempt to run from the central enclosure to the doors leading to the outlying corridors, the Moth attacks by ramming into player characters to knock them down. It then spreads a cloud of pollen powder that inflicts POISON status.

GIANT MOTH STRATEGY

This overgrown nuisance can be brought down, but the task requires a severe amount of firepower during a scenario that contains scant amounts of ammunition. The best way to deal with the Giant Moth is to wait inside the Main Shaft's central enclosure until the creature departs from the bridge you wish to cross.



BABY MOTH

SCENARIO APPEARANCES

"Below Freezing Point"

PHYSICAL STRENGTH POINTS: BABY MOTH

Network Easy	10
Network Normal	10-40
Network Hard	40-80
Network Hard	60-160
Single Play Easy	10-40
Single Play Normal	40-80
Single Play Hard	60-160
Single Play Very Hard	90-180

ATTACK POWER: BABY MOTH

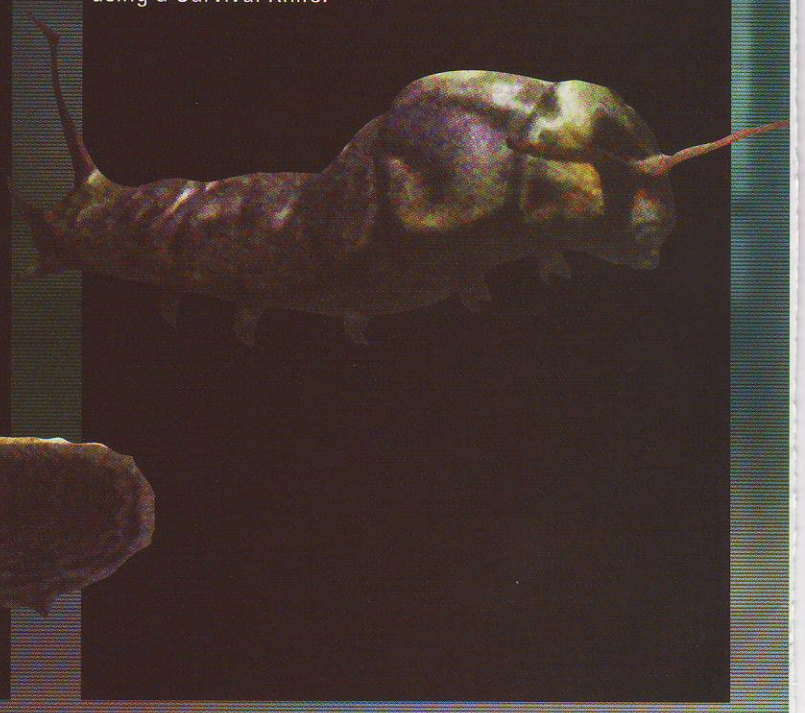
ATTACK	EASY	NORM	HARD	V. HARD
Poison Jet	100-150	100-180	120-200	150-250

BABY MOTH DESCRIPTION

Baby Moths are the mutant offspring of the Giant Moth in larval form. Having just hatched out of the egg, these tiny creatures slither slowly across the ground and attempt to defend their territory by spitting a damaging acidic substance that also inflicts POISON status.

BABY MOTH STRATEGY

Baby Moths are hardly a bother, so run past them as quickly as possible and escape to the next area. However, if your sadistic side is flaring up, Baby Moths are easily dispatched. Simply identify the "back" side of the creature, run behind it, and use a low foot-stomp attack to squish its guts out. Baby Moths can also be cut into nice breakfast slices using a Survival Knife.



HUNTER

SCENARIO APPEARANCES

"Below Freezing Point"

PHYSICAL STRENGTH POINTS: HUNTER

Network Easy	650-950
Network Normal	1000-1350
Network Hard	1200-1550
Network Hard	1400-1700
Single Play Easy	850-1150
Single Play Normal	1000-1350
Single Play Hard	1200-1550
Single Play Very Hard	1400-1700

ATTACK POWER: HUNTER

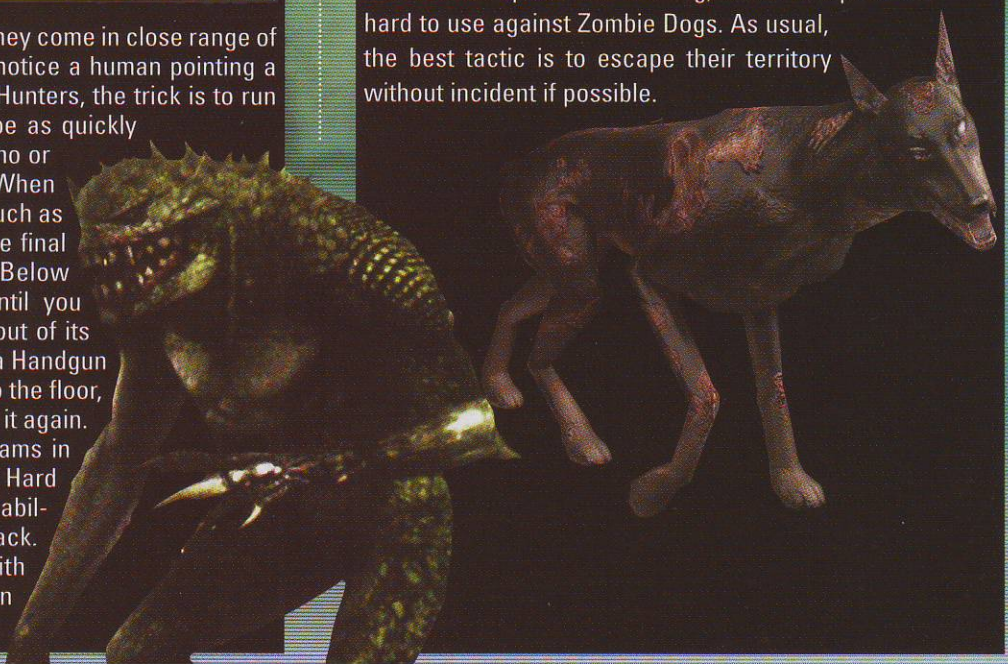
ATTACK	EASY	NORM	HARD	V. HARD
Standing Attack (Small)	60-90	90-120	100-130	150-180
Standing Attack (Large)	150-180	400-440	450-480	500-540
Instant Death Attack	NA	NA	9999	9999
Weapon Break	250-280	400-440	450-480	500-540
Jump Attack	250-280	400-440	450-480	500-540

HUNTER DESCRIPTION

Hunters are humanoid lizard-like creatures that scour areas looking for easy prey: Humans. With cat-like reflexes and instant strike capabilities, this is one monster that can go from zero to a hundred in an instant. Hunters tend to follow player characters, lashing out with quick attacks whenever they believe the target cannot dodge or escape. Not even attacking from long distances can save you, because Hunters can leap down long corridors and across large rooms to attack. When characters aim weapons at a Hunter, the creature can break a firearm or melee weapon with a single swift attack that also inflicts damage on the holder.

HUNTER STRATEGY

Hunters tend to stalk areas until they come in close range of a player character, or until they notice a human pointing a gun at them. When dealing with Hunters, the trick is to run through their territory and escape as quickly as possible, without wasting ammo or losing weapons in the process. When faced with a do or die situation, such as in the Turn Table Room during the final countdown sequence of "Below Freezing Point," stay moving until you find a position behind a Hunter, out of its line of sight. Then open fire with a Handgun or Shotgun. If the creature falls to the floor, wait for it to stand and then shoot it again. Repeat this strategy until it screams in defeat and dies. In Hard and Very Hard difficulty levels, Hunters gain the ability to perform an instant kill attack. Be sure to avoid combat with Hunters as much as possible when you play at harder levels.



ZOMBIE DOG

SCENARIO APPEARANCES

"The Hive"

"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: ZOMBIE DOG

Network and Single, Easy	500-650
Network and Single, Normal	650-800
Network and Single, Hard	750-950
Network and Single, Very Hard	900-1200

ATTACK POWER: ZOMBIE DOG

ATTACK	EASY	NORM	HARD	V. HARD
Snap Attack	50-150	50-150	50-200	100-200
Fang Attack	100-140	150-250	150-300	200-350

ZOMBIE DOG DESCRIPTION

Zombie Dogs are stray hounds that roam the city, looking for fresh, living meat to attack. Having lost their pack instinct during viral conversion, Zombie Dogs now appear alone and infrequently. They run as quickly as they ever did in life, and they attack by leaping off the ground to snap with their powerful jaws or by grabbing a victim's leg and chewing on it mercilessly.

ZOMBIE DOG STRATEGY

Zombie Dogs are easier to kill at a distance, before they have a chance to start running laps around your character. These creatures have a tendency to circle their prey several times. When this pattern begins, simply aim down at a single spot and wait for the Zombie Dog to run under your line of fire. A single shot from a weapon should put the canine on the ground. Take this opportunity to finish the mongrel with low foot-stomp attacks or a few more bullets. Try to prevent the creature from rising up to attack again. Due to their speed and cunning, melee weapons are hard to use against Zombie Dogs. As usual, the best tactic is to escape their territory without incident if possible.

SMALL LEECH

SCENARIO APPEARANCES

"The Hive"

PHYSICAL STRENGTH POINTS: SMALL LEECH

Network and Single, Easy	10-20
Network and Single, Normal	40-80
Network and Single, Hard	80-100
Network and Single, Very Hard	120-200

ATTACK POWER: SMALL LEECH

ATTACK	EASY	NORM	HARD	V. HARD
Sticking Attack	10-17	20-27	40-47	80-87

SMALL LEECH DESCRIPTION

Small leeches are ordinary blood-sucking parasites that have grown to double their normal size through Dr. James Marcus's genetic tampering. Small Leeches infest the Raccoon Hospital, traveling from corridor to corridor via the ventilation system, looking for fresh blood sources. Leeches slide gradually across the floor toward unsuspecting victims, then leap up and attach themselves to the host candidate. While attached to a player character, Small Leeches can attack up to three times, causing triple the amount of damage. Leeches can be removed immediately if the victim holds still while another character knocks off the leeches with a melee weapon or shoulder-butt attack. If you can arrange for this rescue with another player character, the damage sustained will be minimized.

SMALL LEECH STRATEGY

The best course of action is to move around a small leech until it attempts a leaping attack. If the attack misses, move to the creature immediately and squash it with a low foot-stomp attack. Leeches can also be killed with knives or with a single shot from a Handgun, if necessary.

LEECH MAN

SCENARIO APPEARANCES

"The Hive"

PHYSICAL STRENGTH POINTS: LEECH MAN

Network and Single, Easy	2200-2400
Network and Single, Normal	3200-3550
Network and Single, Hard	4300-4600
Network and Single, Very Hard	5800-6000

ATTACK POWER: LEECH MAN

ATTACK	EASY	NORM	HARD	V. HARD
Stretch Attack	200-260	300-380	380-450	450-500
Smother Attack	200-260	300-380	380-450	450-500

LEECH MAN DESCRIPTION

The Leech Man is a human host body coated with and controlled by genetically altered "smart" leeches developed by Umbrella master scientist Dr. James Marcus. The creature seeks to attack living human beings in order to drain their blood, and can sense the presence of suitable victims in rooms several corridors away. The Leech Man uses the ventilation system of the hospital to travel from room to room. A player character can only remain in a room for a short duration before the Leech Man appears and attacks.

The Leech Man strikes by extending one arm or the other outward to pierce a target, in the hopes of stunning or knocking down the victim. Then the Leech Man staggers forward and attempts to seize the victim in order to drain his or her blood.

LEECH MAN STRATEGY

The Leech Man's physical strength points indicate the amount of damage the monster can take before falling to the ground. However, after a brief "fainting" period, the Leech Man will arise anew with full stamina. Therefore, it is impossible to kill the Leech Man with weapons or normal attacks, especially during "The Hive" scenario where high-powered weapons are not available and ammunition is extremely scarce.

The only way to kill the initial Leech Man is to bait the monster into the hospital's Fixed Temperature Experiment Room on level B2F by spilling a Blood Infusion Pack on the floor inside the test chamber. Whenever a blood pack is spilled on the ground in the Leech Man's presence, it will ignore all other targets and move to lap up the blood. While the creature is distracted, return to the control console and set the temperature controls to high. The intense heat will kill all the Leeches covering the human host, effectively defeating the Leech Man. However, if a partner character dies during "The Hive" scenario, he or she will become a new Leech Man. The leeches are intelligent enough not to fall for the same trap twice.

Until you can bait the Leech Man into the Fixed Temperature Room, you must avoid contact with the Leech Man as much as possible. Using firearms against the creature is a waste of ammunition, as the Leech Man can suffer several bullet strikes without even staggering. The best way to deal with the Leech Man is to equip a melee weapon such as a Crutch, Scrub Brush or Long Pole. Swing your weapon as the creature approaches, and the Leech Man will stagger backward, stunned. Use the opportunity to run around the dazed creature and escape before it recovers. If the Leech Man appears in a room where you require time to complete certain tasks, spill a Blood Infusion Pack on the ground to distract the Leech Man. The monster will bend over and lap up the blood for several minutes, until the floor is completely clean.

LICKER

SCENARIO APPEARANCES

"Below Freezing Point" (Very Hard Only)

"Hellfire"

PHYSICAL STRENGTH POINTS: LICKER

Network Easy	500-850
Network Normal	800-1150
Network Hard	900-1250
Network Hard	1000-1700
Single Play Easy	600-950
Single Play Normal	800-1150
Single Play Hard	900-1250
Single Play Very Hard	1000-1700

ATTACK POWER: LICKER

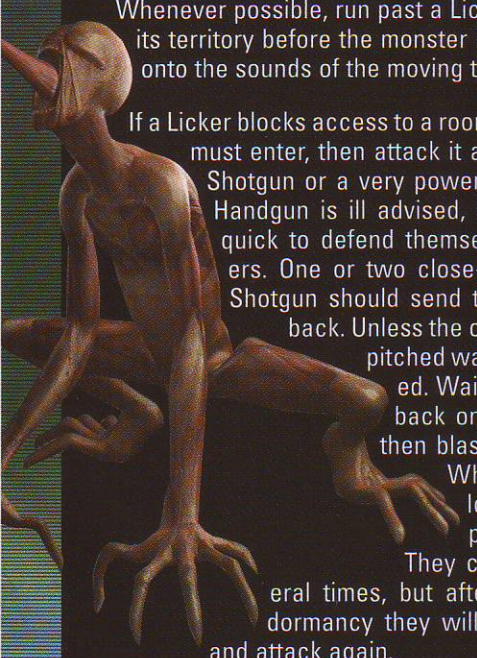
ATTACK	EASY	NORM	HARD	V. HARD
Nail Attack	100-120	150-250	150-300	200-350
Tongue Attack	150-180	250-350	350-500	600-750

LICKER DESCRIPTION

Lickers are crouched humanoid creatures with extra long, sharp talons that they use for attacking as well as crawling along walls and ceilings. Lickers are aptly named due to the super-strong tongue muscle they possess, which extends up to five feet. The tongue is used to pierce standing targets, causing high amounts of damage. The Licker's outer flesh resembles raw muscle tissue, giving the appearance that the creature has been turned inside out. However, in spite of their skinned appearance, Lickers are resilient creatures that can withstand even several blasts of high-powered weaponry.

LICKER STRATEGY

Lickers respond to sound more than sight, and therefore combat with a Licker can be avoided entirely if the player character remains still. However, if a Licker collides with a player character, it will attack immediately with its claws, even if the player character is standing completely still. Whenever possible, run past a Licker and escape from its territory before the monster has a chance to lock onto the sounds of the moving target.



If a Licker blocks access to a room or corridor that you must enter, then attack it at close range with a Shotgun or a very powerful weapon. Using a Handgun is ill advised, because Lickers are quick to defend themselves against attackers. One or two close-range blasts with a Shotgun should send the creature onto its back. Unless the creature emits a high-pitched wail, it is not yet defeated. Wait until the Licker flips back onto its haunches and then blast it again to finish it. Wherever they are located, Lickers are permanent enemies. They can be defeated several times, but after a few minutes of dormancy they will regain full strength and attack again.

GIANT SPIDER

SCENARIO APPEARANCES

"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: GIANT SPIDER

Network Easy	300-500
Network Normal	600-950
Network Hard	700-1000
Network Hard	850-1200
Single Play Easy	600-800
Single Play Normal	600-950
Single Play Hard	700-1000
Single Play Very Hard	850-1200

ATTACK POWER: GIANT SPIDER

ATTACK	EASY	NORM	HARD	V. HARD
Direct Attack	150-250	300-380	380-450	450-500
Poison	40-60	80-100	120-140	150-180
Spinning Attack	200-300	250-350	300-400	400-550

GIANT SPIDER DESCRIPTION

These mutated, overgrown web spinners silently patrol the sewer waterways below Raccoon University, seeking to capture prey that stumbles into their lair. Giant Spiders can crawl on the walls and ceilings, and pour poisonous acid saliva onto victims from above. They leap onto stationary targets and knock them to the ground, then administer a bite attack that also inflicts POISON status.

GIANT SPIDER STRATEGY

If a Giant Spider is crawling on the walls or ceiling, move quickly underneath them to avoid their poison spit attacks. Knock them from their perch with one or two bullets, if necessary. However, when a Giant Spider is on the ground it becomes a deadly adversary. If you cannot get around the wide creature safely, position yourself directly behind it, aim downward and fire several bullets. Be sure to stand at least one or two feet away while attacking, or the Spider will spin around and knock your character to the ground. Spiders are permanent enemies in the Access Waterway below the Raccoon University, meaning that they will go dormant for a long period, but then return to life at full strength. Try not to waste time and effort fighting them, and navigate through their lair as quickly as possible.



GIANT WASP

SCENARIO APPEARANCES

"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: GIANT WASP

Network and Single, Easy	100-120
Network and Single, Normal	100-150
Network and Single, Hard	150-250
Network and Single, Very Hard	300-580

ATTACK POWER: GIANT WASP

ATTACK	EASY	NORM	HARD	V. HARD
Needle Attack	60-90	90-120	100-130	150-180
Tackle Sting Attack	100-150	150-250	150-300	200-350

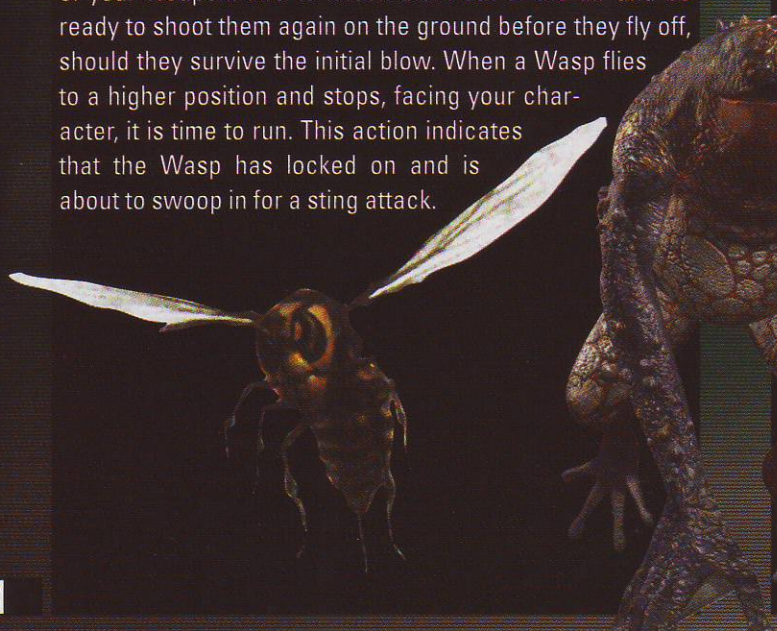
GIANT WASP DESCRIPTION

Giant Wasps cling to walls until they sense intruders within their domain. Then they take flight and attack mercilessly from the air, tackling player characters to the ground and stinging them with gigantic tail needles that inflict POISON status. Because of mutation, the Wasp's needles no longer break off, and each monster is capable of repeating this attack infinitely.

GIANT WASP STRATEGY

A player character that stops to defend against Giant Wasp attacks is a standing target. The best strategy when dealing with Giant Wasps is to move constantly while haunted by these hovering insects. Move in zigzag patterns if possible, so that the Wasps' attacks will miss.

While riding the Air Exhaust Tower's elevator platform during the "Decisions, Decisions" scenario, Giant Wasps surround the platform and attack. The best way to defend against being stung is to move constantly. As Wasps circle the platform, aim upward and wait until they fly within range of your weapon. Fire to knock them out of the air and be ready to shoot them again on the ground before they fly off, should they survive the initial blow. When a Wasp flies to a higher position and stops, facing your character, it is time to run. This action indicates that the Wasp has locked on and is about to swoop in for a sting attack.



HUNTER-γ (HUNTER GAMMA)

SCENARIO APPEARANCES

"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: HUNTER-γ

Network Easy	550-950
Network Normal	1100-1450
Network Hard	1300-1650
Network Hard	1500-1800
Single Play Easy	950-1250
Single Play Normal	1100-1450
Single Play Hard	1300-1650
Single Play Very Hard	1500-1800

ATTACK POWER: HUNTER-γ

ATTACK	EASY	NORM	HARD	V. HARD
Jump Hit Attack (+ Drop)	100-150	300-350	300-350	400-450
Dry Land Strike	60-90	90-120	100-130	150-180
Grab and Bite	250-280	400-440	450-480	500-540

HUNTER-γ DESCRIPTION

This variant of the Hunter species is frog-like in appearance, and its attack habits indicate that it was probably developed through genetically manipulating amphibians. Hunter-γ appear in aquatic areas, and they have the ability to attack in water as well as on dry land. They will swim under a victim dangling from the Water Purifying Facility room's pipelines, leap up and knock the person down into the water. Because characters cannot attack in the water, they become helpless prey that Hunter-γ will attack repeatedly. On dry land and in the water, Hunter-γ seize player characters and chew on them with their gigantic maws. If another player character does not rescue the victim by shooting the Hunter-γ, then eventually the monster will gulp down the victim and swallow him or her entirely.

HUNTER-γ STRATEGY

The best way to deal with Hunter-γ is on dry land. Pump them with Handgun bullets or exterminate them quickly with Burst Rounds fired from a Grenade Launcher. A Hunter-γ may faint and fall to the ground after a few attacks, however the creature will rise again momentarily. When a Hunter-γ faints, stand over it and continue attacking until the creature screams and flails about in defeat. Even this will not end the Hunter-γ menace, because they are permanent monsters wherever they appear. After a long period of dormancy, Hunter-γ will rise again at full health and continue attacking on land and in the water.

If a Hunter-γ begins to swim under a character that is shimmying across a pipeline in the Water Purifying Facility room, another player character can protect him or her by shooting the Hunter-γ at the instant it attempts to leap up and strike. However, Hunter-γ can also leap out of the water directly under a platform and strike people standing on the edge, causing severe damage. Be sure not to stand too close to the edge as you attempt to protect others.

NEPTUNE

SCENARIO APPEARANCES

"Decisions, Decisions"

PHYSICAL STRENGTH POINTS: NEPTUNE

Network and Single, Easy	300-450
Network and Single, Normal	550-1000
Network and Single, Hard	800-1400
Network and Single, Very Hard	800-2000

ATTACK POWER: NEPTUNE

ATTACK	EASY	NORM	HARD	V. HARD
Bite Attack	80-110	90-130	100-150	110-170
Knock into Water	80-110	90-130	100-150	110-170
Eat Attack (Instant Death)	9999	9999	9999	9999

NEPTUNE DESCRIPTION

"Neptune" is the Umbrella code name for Great White Sharks that were experimented upon with the T-virus. These mutated creatures now possess the ability to patrol shallow waters near coastlines, and can leap out to attack victims on dry land. Neptunes attempt to knock player characters off the Pier, into the waters outside Raccoon University. Once a player character is immersed, he or she is helpless and vulnerable to biting and swallowing attacks, which can sometimes mean instant death for the victim.

NEPTUNE STRATEGY

The best strategy to avoid death in the jaws of a Neptune shark is to move constantly while crossing the Pier area, which is their sole domain in the game. Constant movement reduces the chances that a Neptune will be able to knock you into the water, but even then, there is still a possibility that a Neptune will topple you into the drink.

If a player character is knocked into the water, he or she is helpless against Neptune attacks. Teamwork is required to keep a Neptune from swallowing a player character whole. While an immersed player character swims for the safety of the south end of the boardwalk, another player character standing on the Pier should provide cover fire. Whenever a Neptune goes after a swimming player character, the partner can interrupt the pursuing Neptune's attacks with properly timed Handgun or Assault Rifle fire. If a Neptune knocks you into the water, swim to the south end of the boardwalk and press Action to climb out as soon as possible.

When the Neptune swimming in the outer area of the Pier attempts to knock a player character into the central waters, it must flop onto the boardwalk for a brief moment. If a player character happens to be standing nearby, he or she can efficiently kill the Neptune with a swift Grenade Launcher attack. However, because Neptunes are permanent enemies, they only enter a short period of dormancy. These mutant sharks will swiftly regain full health and swim again. Try not to waste too much ammunition attempting to defeat them.



WEAPONS

The survivors of *Resident Evil Outbreak* can attack their enemies by various means, using anything they can find that might be a useful weapon. This chapter catalogs all the possible items that can cause damage to enemies, not including explosive elements of the environments.

BASIC ATTACK POWER

The "Basic Attack Power" listed for each weapon and attack shows the damage points subtracted from an enemy's total physical strength each time the attack strikes the target successfully. The amount of damage inflicted changes based on the enemy struck, and in the case of firearms the standing range from the target is also a factor. By comparing these figures to the physical strength points of any enemy listed in the Monsters chapter (or the boss monsters in the Scenario chapter), you can roughly determine the number of attacks required to defeat any foe.

For instance, a Handgun subtracts 140 physical strength points for each successful hit on a zombie. In Normal difficulty, a zombie may have anywhere from 800 to 1150 physical strength points, randomly determined by the game as the scenario begins. Therefore, you may have to attack a zombie five to eight times at close range to defeat it. If you have less ammunition than this, it is wiser to run than to stand and fight.

AVERAGE RANGE MODIFIERS

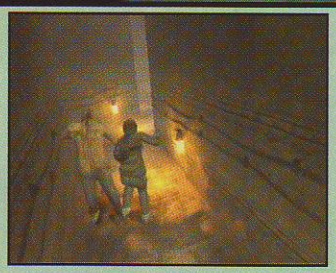
The damage inflicted by firearms increases or decreases depending on the attacker's range from the target. The table of average range modifiers shows how damage decreases with increased distance from the target. For example, a Handgun inflicts 140 points of damage at close range (100%), 112 points at medium range (80%), and 84 points at long range. The table displays an average against all enemy types. There are certain enemies that take more or less damage from specific firearms, and these variations are noted in the weapon description.

UNARMED ATTACKS

In addition to using weapons, your character can perform unarmed attacks that cause small amounts of damage.

TACKLE (SHOULDER-BUTT)

BASIC ATTACK POWER: 10



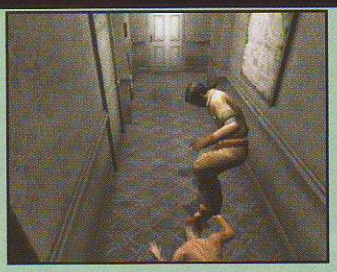
All player characters are capable of the tackle attack, also known as the "shoulder butt." When unarmed and barehanded, hold R1 and press Action to execute a tackle attack. Your character will lower the left shoulder and fling his or her entire bodyweight forward. This attack causes only a tiny amount of damage to enemies.



The main benefit of this technique is that it will stun certain enemies, causing them to stagger backward several steps. While the enemy is stunned, you have an opportunity to run past the foe and escape. Enemies that can be stunned with the tackle include Zombies, Zombie Dogs, the Leech Man, the Giant Leech, Hunter-γ, and Giant Spiders. The tackle is also the best way to knock down gates or barriers, and to open locked doors when you can't find the key. The Giant Leech is weak versus the tackle attack, sustaining 42 points of physical strength damage per attack.

LOW KICK (FOOT STOMP)

BASIC ATTACK POWER: 40





All player characters are capable of the low kick attack, also known as the "foot stomp." When unarmed and barehanded, hold R1 and press the Left Stick or D-pad downward to lower the character's aim. Then press Action to execute a low kick on an enemy directly below the player character. This attack is most effective against small, crawling enemies such as Baby Moths, G-Mutant Embryos, and Leeches. The low kick inflicts slightly greater than normal damage versus the Giant Leech boss.

In addition, you may use this attack to finish off Zombies that have fallen to the ground. After shooting or striking a Zombie enough times to cause it to faint, holster your weapon and position your character directly above the enemy's head or torso. Stomp the enemy repeatedly until it dies. This is an excellent method of ammunition conservation, which is vital to completing scenarios.

GEORGE'S TACKLE

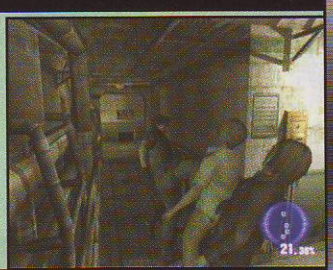
BASIC ATTACK POWER: 10-20



Doctor George's special action involves a unique tackle attack. Hold R1 or R2 and hold the Cancel button to execute this unique tackle when playing as George. As you continue to hold the Cancel button, George crouches low to the ground, rears back, and lunges forward with a more powerful tackle that inflicts double the damage of the standard shoulder-butt attack. The force of impact is capable of knocking a Zombie or Hunter to the ground. However, this kind of force is possible only if you hold the Cancel button long enough for George to perform the entire action. If you let go too soon, the attack is no different than a regular shoulder-butt. George's unique special action inflicts 42 points of physical strength damage to the Giant Leech.

KEVIN'S KICK

BASIC ATTACK POWER: 20



Kevin's special action allows him to kick an opponent directly in front of him. This attack inflicts twice the damage of a normal shoulder-butt attack, and there is a strong possibility that a Zombie or Hunter enemy will be knocked to the ground. The Giant Leech boss is especially weak against Kevin's kick, suffering 44 points of physical strength damage from each attack.

MELEE WEAPONS

Melee weapons include any normal object, tool, or seeming piece of debris that the player character can pick up and equip as a weapon. Melee weapons work only at close range. Due to the danger of allowing enemies within close proximity to your character, especially in Network Play mode, melee weapons require quite a bit more skill to use effectively without suffering any damage in return.

FOLDING KNIFE

BASIC ATTACK POWER: 42

The Folding Knife is the smallest weapon with the shortest range. David possesses one of these in his Tool Tray, and these can be found throughout the "Decisions, Decisions" scenario. Press R1 or R2 to aim, and press Action to execute a swiping cut attack. The Folding Knife has only a small chance of causing an enemy to stagger back. David is capable of a triple knife attack when the Action button is pressed with the proper timing, just after each impact on a target. The Folding Knife inflicts five times the normal damage against the Thanatos-R boss.

CHOPPER

BASIC ATTACK POWER: 55

This ordinary kitchen knife is available in most of the scenarios. With a Chopper equipped in the hand, press R1 or R2 to aim and press Action to execute a swiping cut attack. The Chopper has only a small chance of causing an enemy to stagger back. David the plumber can combine a Chopper with a Long Pole to create a more powerful Spear, as long as he has Vinyl Tape pieces remaining. The Chopper inflicts double the normal damage against the Giant Leech and Suspen-Dead bosses.

SURVIVAL KNIFE

BASIC ATTACK POWER: 70

A military-grade dual edge combat weapon, the Survival Knife is only available in the "Below Freezing Point" scenario. With a Survival Knife equipped in the hand, press R1 or R2 to aim and press Action to execute a swiping cut attack. The Survival Knife has only a small chance of causing an enemy to stagger backward.

IRON PIPE

BASIC ATTACK POWER: 60

This three-foot metal pipe can be equipped in the hand and swung at enemies, bashing them for small amounts of damage. The Iron Pipe has significant impact power, and causes enemies to stagger backward with great frequency. Iron Pipes possess a variable amount of structural points, determined randomly sometimes in Network Play mode. Every time an Iron Pipe is used to damage a foe, it loses structural points. When its structural points are depleted, the Iron Pipe changes shape to become the less powerful Curved Iron Pipe. An Iron Pipe will inflict double the normal damage against the Giant Leech and Suspen-Dead bosses.

CURVED IRON PIPE

BASIC ATTACK POWER: 55

This is a three-foot metal pipe in a slightly used condition. Due to its bend, this weapon has a slightly smaller range and damaging power than a normal Iron Pipe. Curved Iron Pipes possess a variable amount of structural points, determined randomly sometimes in Network Play mode. Every time a Curved Iron Pipe is used to damage a foe, it loses structural points. When its structural points are depleted, the Curved Iron Pipe changes shape to become the one-use throw weapon, a Bent Iron Pipe. Curved Iron Pipes inflict double the normal damage against the Giant Leech and Suspen-Dead boss monsters.

HAMMER

BASIC ATTACK POWER: 240

A Hammer consists of an Iron Pipe and a Concrete Piece, assembled with Vinyl Tape by David the plumber. Only David has the ability to create this powerful weapon. If David is an AIPC in Single Play mode, he will create this item if he has both and Iron Pipe and Concrete Piece in his possession. The Hammer is heavy and slow to swing, and it is difficult to aim upward or downward. However, a successful strike delivers severe trauma to an enemy, causing the foe to stagger backward and very likely fall to the ground. A Hammer has a certain amount of structural points, which deplete every time the weapon is used against a foe. Eventually, the weapon will break and become useless.

STUN ROD

BASIC ATTACK POWER: 360

A Stun Rod is a homemade weapon that David the plumber is capable of creating out of an Iron Pipe, a Battery, and a piece of Vinyl Tape from his Tool Tray. If David is an AIPC in Single Play mode, he will automatically create a Stun Rod if he possesses the proper items. The Stun Rod is an elongated pole that the user can outstretch to deliver a high voltage shock to an opponent. The electric jolt is capable of knocking an enemy to the floor and even causing it to enter "fainting" mode immediately. A Stun Rod will deliver over a dozen high voltage shocks to enemies, and then it becomes useless.

SCRUB BRUSH

BASIC ATTACK POWER: 40

Player characters can use this long broom to push enemies backward, stunning foes and delivering small amounts of damage. Each Scrub Brush possesses a small, variable amount of structural points, the amount determined randomly sometimes in Network Play mode. Every time a Scrub Brush is used to damage a foe, it loses structural points. When its structural points are depleted, the end of the Scrub Brush breaks off and the weapon changes shape to become a Long Pole. A Scrub Brush can only be used two or three times before this occurs. A Scrub Brush inflicts double the normal damage when used against the Giant Leech and Suspen-Dead boss monsters.

LONG POLE

BASIC ATTACK POWER: 50

This five-foot broom handle can be swung in a wide arc to strike enemies at close range, with a high chance to cause the target to stagger backward. Long Poles possess a small amount of structural points, which decrease every time the Long Pole is used. When structural points are depleted, the Long Pole breaks in half to become a Wooden Pole. The Long Pole inflicts double the normal damage when used against the Giant Leech and Suspen-Dead bosses.

WOODEN POLE

BASIC ATTACK POWER: 40

The Wooden Pole is a four-foot length of wood that can be used to attack enemies at extremely close range. There is a small possibility that each successful blow will cause the enemy to stagger backward. Wooden Poles have a small amount of structural points that diminish every time the weapon is used to attack an enemy. When the structural points are entirely depleted, the weapon breaks to become a one-use throwing weapon called a "Stick."

SPEAR

BASIC ATTACK POWER: 120

A Spear is a homemade weapon that the plumber David can create by combining a Long Pole, a Chopper, and a piece of Vinyl Tape. A Spear can also be found by using the Lighter to read the hidden writing in five locations of the "Outbreak" scenario. When used to attack, the player character lunges forward and stabs an enemy in the upper torso or head region. A successful attack causes large damage to an enemy and frequently results in knocking the foe to the ground. A Spear has a large amount of structural points, which are reduced every time the weapon is used successfully. When the structural points run out, the Spear breaks and becomes a Stick. A Spear inflicts double the normal damage versus the Giant Leech boss.

CRUTCH

BASIC ATTACK POWER: 100

When equipped as a weapon, a player character holds this walking aid by the foot and swings the wooden head of the Crutch into an enemy target. Successful attacks cause significant damage and bear a high chance of knocking a foe to the ground. Crutches have a large amount of structural points, which are consumed each time this weapon is used to successfully strike a foe. When its structural points are depleted, the Crutch breaks and becomes a Broken Crutch.

BROKEN CRUTCH

BASIC ATTACK POWER: 40

This weapon has less than half the normal damaging capability of a full Crutch. The Broken Crutch has a small amount of structural points that are reduced each time the weapon is used. When the structural points are entirely depleted, the weapon breaks to become the one-use throw weapon, a Stick. A Broken Crutch delivers double the damage when used against the Giant Leech boss.

PESTICIDE SPRAY

BASIC ATTACK POWER: 120

This aerosol can containing nine doses of insect exterminating gas will cause only 1% damage against most foes. However, it causes all enemies to stagger backward, allowing for an easy escape from sticky situations. The spray is fully effective only against insect types, such as Scissor Worms. The Pesticide Spray inflicts double the listed damage against Giant Spiders and Giant Wasps, although it is extremely difficult to employ against flying insects due to its very limited range.

FLAME SPRAY

BASIC ATTACK POWER:
150 + CONTINUOUS FIRE DAMAGE

David the plumber can combine a Pesticide Spray, a Lighter, and a piece of Vinyl Tape to create a short-range flame thrower capable of setting enemies on fire. If David is an AIPC in Single Play mode, he will create this weapon automatically if he possesses the correct items. Enemies that are lit on fire suffer the initial damage plus continuous fire damage for the duration they remain engulfed in flames. The Flame Spray can only be used roughly ten to fifteen times before it runs out of aerosol power and becomes useless.

THROWING WEAPONS

Throwing weapons are one-use weapons that the player character can equip in the hand. When throwing a weapon at an enemy, the item travels in an arc to strike an enemy standing at medium range. Therefore, if the enemy is too close, the player character may accidentally toss the weapon over the foe's head. Be sure to position your character at the proper range when using throw weapons. Once a throw weapon is used, the player character will be barehanded. Remember to equip another weapon to continue combat.

MONKEY WRENCH

BASIC ATTACK POWER: 250

The plumber David begins each scenario equipped with twelve of these throwing weapons. David can throw Monkey Wrenches at enemies to inflict a good amount of damage, cause enemies to stagger backward, and possibly knock them to the floor. To make David toss a Monkey Wrench, hold R1 to aim at the closest enemy and press Cancel to toss. If David runs out of Monkey Wrenches, he loses this attack for the rest of the scenario. Damage inflicted by a Monkey Wrench is halved when used against the G-Mutant boss.

BENT IRON PIPE

BASIC ATTACK POWER: 80

A Bent Iron Pipe is all that remains of a three-foot Iron Pipe after it has been used to the point where the weapon is completely folded in half. Once an Iron Pipe is reduced to this state, the character can only throw it at enemies. However, a Bent Iron Pipe inflicts more damage than a straight Iron Pipe, and it may cause an enemy to stagger or even fall to the ground. Bent Iron Pipes inflict double the damage when used against the Giant Leech or the Suspen-Dead bosses.

STICK

BASIC ATTACK POWER: 40

A wood Stick is all that remains after a Scrub Brush or Crutch have been used to repeatedly bash enemies, having broken several times. A player character will throw a Stick at an enemy, causing minor damage and possibly forcing the target to stagger backward a few steps. Sticks inflict double the normal damage when thrown at the Giant Leech and Suspen-Dead boss monsters.

CONCRETE PIECE

BASIC ATTACK POWER: 100

A Concrete Piece is a chunk of debris created from structural damage to buildings caused by explosions and fire. Concrete Pieces can be found during the "Hellfire" scenario only. When equipped in the hand and used to attack, the player character will throw the Concrete Piece in a very high arc at any enemy. Make sure to stand at medium to long range or the stone will sail over the enemy's head. On contact, a Concrete Piece breaks over an enemy's head, causing significant damage and knocking the foe completely unconscious for a short period of time.

YELLOW CHEMICAL BOTTLE

BASIC ATTACK POWER:
500 + 350 SPATTER DAMAGE

Yellow Chemical Bottles can be found in a few locations in the "Below Freezing Point" scenario. These bottles are filled with metabolic acid. When thrown, the Yellow Chemical Bottle travels in a high arc to strike a foe at medium to long range. Be sure not to stand too close when throwing a Yellow Chemical Bottle, or it will overshoot the foe. On contact, the glass container shatters and inflicts massive damage to the target enemy. The acid splatter also causes decent damage to surrounding foes. Yellow Chemical Bottles inflict double the damage to Hunter enemies. Although these are sometimes found in quantities of two or three, the player character's hands will be empty after use. Remember to equip another bottle or another weapon following each throw.

GREY CHEMICAL BOTTLE

BASIC ATTACK POWER: 600 + BLAST RADIUS

Grey Chemical Bottles can be found in a few locations in the "Below Freezing Point" scenario. These bottles are filled with an explosive substance. When thrown, the Grey Chemical Bottle travels in a high arc to strike a foe at medium to long range. Be sure not to stand too close when throwing one of these at a foe, or it will overshoot the target. On contact, the glass container shatters and inflicts massive damage to the targeted enemy. The resulting blast also affects enemies in extremely close range to the targeted foe, so these weapons are very good to use against groups. The damage of Grey Chemical Bottles is halved when used against the G-Mutant boss. Although these are sometimes found in quantities of two or three, the player character's hands will be empty after use. Remember to equip another bottle or another weapon following each throw.

MOLOTOV COCKTAIL

BASIC ATTACK POWER:
500 + CONTINUOUS FIRE DAMAGE

During the "Outbreak" scenario, characters can combine a Newspaper with an Alcohol Bottle, and then ignite this combination with a Lighter to create five Molotov Cocktails. When equipped and thrown, these glass firebombs shatter on impact and coat the targeted opponent and surrounding enemies with burning liquid. The Molotov Cocktail flies in a high arc when thrown. Be sure to stand at medium to long range away from foes.

FIREARMS

Firearms are more effective than melee weapons at inflicting damage, and they can be used to combat enemies from longer range. However, the damage inflicted may diminish at great distances. Firearms require ammunition to operate, and become useless when ammo runs out. If the player character has compatible ammunition on hand, press and hold L1 to reload the weapon.

HANDGUN

SHORT R.	MED. R.	LONG R.
100%	80%	60%

MAGAZINE SIZE: 15 SHOTS
COMPATIBLE AMMUNITION: HANDGUN ROUNDS, HANDGUN MAGAZINE
BASIC ATTACK POWER: 140
AVERAGE RANGE DAMAGE MODIFIERS

This lightweight automatic pistol is the most common firearm found in the game. It fires standard 9mm parabellum rounds, and there is a minor chance per attack that a successful strike will cause an enemy to stagger backward a step or two. The Handgun is an effective weapon against any foe in the game. However, the Leech Man enemy of "The Hive" scenario suffers only 20% damage from Handgun fire. Avoid wasting ammunition against this hideous enemy.

MARK'S CUSTOM HANDGUN

SHORT R.	MED. R.	LONG R.
100%	90%	90%

MAGAZINE SIZE: 15 SHOTS
COMPATIBLE AMMUNITION: HANDGUN ROUNDS, HANDGUN MAGAZINE
BASIC ATTACK POWER: 130
AVERAGE RANGE DAMAGE MODIFIERS

Mark has customized his standard-issue 9mm automatic pistol to inflict better damage to targets standing at farther ranges. Otherwise, Mark's weapon is identical to the normal Handgun, and it is compatible with all the same ammunition. Mark's Handgun is equally effective against all enemies except for the Leech Man enemy of "The Hive" scenario, which suffers 0 damage from this weapon.

HANDGUN SG

SHORT R.	MED. R.	LONG R.
100%	60%	40%

MAGAZINE SIZE: 13 SHOTS
COMPATIBLE AMMUNITION: HANDGUN ROUNDS
BASIC ATTACK POWER: 160
AVERAGE RANGE DAMAGE MODIFIERS

This is a special automatic pistol issued to Umbrella research facility employees. The Handgun SG inflicts higher damage at closer range than the more common Handgun found in other scenarios. However, at medium and long range it causes less damage to foes than the common Handgun. Adjust your attack strategy accordingly. The Handgun SG causes even lower long-range damage when used against the G-Mutant boss. If a Handgun SG is pointed at a Hunter enemy, there is a strong possibility that the Hunter can break the Handgun SG with a special attack, rendering the weapon useless. David the plumber can repair broken Handguns using his Junk Parts.

BURST HANDGUN

SHORT R.	MED. R.	LONG R.
100%	80%	60%

- MAGAZINE SIZE: 20 SHOTS
- COMPATIBLE AMMUNITION: HANDGUN ROUNDS
- BASIC ATTACK POWER: 110
- AVERAGE RANGE DAMAGE MODIFIERS

This rare weapon appears only in "The Hive" scenario. While each shot inflicts less damage than the regular Handgun, the Burst Handgun fires only in three-shot bursts. Therefore, the damage inflicted in each burst is actually three times the basic attack power of the weapon, or 330 points per burst. This weapon allows for defense against Zombies, Zombie Dogs and the Giant Leech boss. However, the Burst Handgun inflicts 0 damage to the Leech Man enemy. Don't waste your time fighting the Leech Man with this weapon. One final note: be sure to carry a large supply of Handgun Rounds while using this weapon, because it goes through bullets very quickly.

STAPLER GUN

SHORT R.	MED. R.	LONG R.
100%	50%	30%

- MAGAZINE SIZE: 20 STAPLES
- COMPATIBLE AMMUNITION: NONE
- BASIC ATTACK POWER: 120
- AVERAGE RANGE DAMAGE MODIFIERS

The Stapler Gun in the bar's Staff Room during the "Outbreak" scenario can be used to barricade the Staff Room using the boards in the corridor. However, it can also be equipped to fire staples at enemies, as if shooting a short-range, less powerful Handgun. There is no extra ammunition for the Stapler Gun, so if you use up all the staples you won't be able to barricade the Staff Room. At least 10 staples must be loaded in the Stapler Gun in order to create the barricade.

SUB MACHINEGUN

SHORT R.	MED. R.	LONG R.
100%	80%	60%

- MAGAZINE SIZE: 30 SHOTS
- COMPATIBLE AMMUNITION: HANDGUN ROUNDS
- BASIC ATTACK POWER: 100
- AVERAGE RANGE DAMAGE MODIFIERS

Only Kevin or Cindy can obtain the Sub Machinegun by speaking to the dying police officer on the hospital's roof during "The Hive" scenario. This weapon fires a constant stream of 9mm parabellum bullets as long as the Action button is pressed. While firing, you may adjust your aim left or right, up or down. The Sub Machinegun can be reloaded with Handgun Rounds. This is the only weapon available in "The Hive" that will allow you to temporarily kill the Leech Man, other than baiting the monster into the Fixed Temperature Experiment Room.

ASSAULT RIFLE

SHORT R.	MED. R.	LONG R.
100%	80%	70%

- MAGAZINE SIZE: 30 SHOTS
- COMPATIBLE AMMUNITION: ASSAULT RIFLE MAGAZINE (UP TO 30 CAPACITY)
- BASIC ATTACK POWER: 130
- AVERAGE RANGE DAMAGE MODIFIERS

You'll find in a few locations in the old subway system section of the Raccoon University stage, during the "Decisions, Decisions" scenario. The Assault Rifle fires a constant stream of high-power, long-range bullets as long as the Action button is held. Because of the weapon's tremendous kick, player characters cannot adjust aim while firing. Therefore, it is best to shoot this weapon in short bursts. The Assault Rifle can be reloaded if the character has an Assault Rifle Magazine on hand. However, bullets cannot be exchanged between clips. When the weapon is reloaded, the character can only switch magazines, exchanging the ammo quantity in the gun for the quantity in the extra clip. For this reason, it is best to reload the Assault Rifle only when it is completely empty.

45 AUTO FOR KEVIN

SHORT R.	MED. R.	LONG R.
100%	90%	80%

- MAGAZINE SIZE: 7 SHOTS
- COMPATIBLE AMMUNITION: 45 AUTO ROUNDS
- BASIC ATTACK POWER: 450
- AVERAGE RANGE DAMAGE MODIFIERS

Kevin's special .45 automatic pistol inflicts higher damage against enemies than the standard Handgun commonly found in the game. However, ammunition for Kevin's weapon is extremely hard to find, and so this weapon must be used conservatively. The .45 is best used to defeat the boss monster(s) at the end of each scenario. If you wait for Kevin to readjust his aim between each shot, he can inflict almost twice as much damage with each attack. The .45 inflicts less damage when used against the G-Mutant boss.

SHOTGUN

SHORT R.	MED. R.	LONG R.
100%	40%	10%

- MAGAZINE SIZE: 7 SHOTS
- COMPATIBLE AMMUNITION: SHOTGUN ROUNDS
- BASIC ATTACK POWER: 600
- AVERAGE RANGE DAMAGE MODIFIERS

The Shotgun is an extremely powerful firearm that emits a cone-shaped blast of buckshot capable of damaging multiple foes in the line of fire. However, the Shotgun is extremely weak at longer ranges, and so you must wait until enemies are very close to use it effectively. The Shotgun is 150% effective at close range versus Zombie and Licker enemies. As one or more Zombies approach, you can double the damage inflicted by aiming the Shotgun upward at the Zombies' heads. With this method, you should be able to eliminate one or more Zombies in a single attack. The Shotgun's effectiveness is significantly reduced against the G-Mutant boss at close range. During the "Below Freezing Point" scenario, a Hunter enemy may break a Shotgun by using a special attack when the character is pointing the Shotgun. A Broken Shotgun is completely useless. Using his Junk Parts, David can fix a Broken Shotgun and make it usable again.

MAGNUM HANDGUN

SHORT R.	MED. R.	LONG R.
100%	90%	80%

- MAGAZINE SIZE: 7 SHOTS
- COMPATIBLE AMMUNITION: (NONE AVAILABLE)
- BASIC ATTACK POWER: 900
- AVERAGE RANGE DAMAGE MODIFIERS

Only Yoko can obtain this weapon during the "Below Freezing Point" scenario by speaking with the wounded staff member on the B5F level. This weapon has a seven-shot capacity, but comes loaded with less ammo in higher difficulty modes. There is no ammunition available to reload it, so use this weapon conservatively. This 50 caliber Desert Eagle produces such a powerful kick that any character except Kevin will need a moment to recover between attacks. The Magnum Handgun inflicts less damage when used against the G-Mutant boss.

MAGNUM REVOLVER

SHORT R.	MED. R.	LONG R.
100%	90%	80%

- MAGAZINE SIZE: 6 SHOTS
- COMPATIBLE AMMUNITION: MAGNUM REVOLVER ROUNDS
- BASIC ATTACK POWER: 1000
- AVERAGE RANGE DAMAGE MODIFIERS

This six-shot, high caliber revolver is located in the alleyway very near the end of the "Outbreak" scenario. When fired, the weapon produces such a powerful kick that any character except Kevin needs a moment to recover between shots. One attack with this weapon will very likely kill a Zombie. Extra ammunition for this weapon is only available at the Easy difficulty level.

GRENADE LAUNCHER

SHORT R.	MED. R.	LONG R.
100%	100%	100%

- MAGAZINE SIZE: 1 GRENADE (LOADS 999)
- COMPATIBLE AMMUNITION: BURST ROUNDS, VITRIOL ROUNDS
- BASIC ATTACK POWER: BURST = 1200 + 350 EXPLOSION, VITRIOL = 1000 + 350 ACID DAMAGE
- AVERAGE RANGE DAMAGE MODIFIERS

Grenade Launchers fire an exploding projectile in a straight line across long ranges. The explosive travels until it makes contact with a target or surface, at which point it fragments on impact. Therefore, a Grenade Launcher is extremely lethal when fired at any range. Grenade Launchers can be loaded with explosive Burst Rounds that damage the target and all other hostiles in a close radius, or Vitriol Rounds that soak the target and other nearby enemies in metabolic acid. Grenade Launchers can be reloaded with compatible grenades. While the player character can carry the launcher and all ammunition in a single item slot, he or she must reload the weapon following each attack. Ammunition for the Grenade Launcher is extremely rare, so conserve it as much as possible.

ROCKET LAUNCHER

SHORT R.	MED. R.	LONG R.
100%	100%	100%

- MAGAZINE SIZE: 1 MISSILE
- COMPATIBLE AMMUNITION: NONE AVAILABLE
- BASIC ATTACK POWER: 18000
- AVERAGE RANGE DAMAGE MODIFIERS

You can obtain the Rocket Launcher by smashing the weapons locker doors in the corner of the Unloading Passage during the first Thanatos-R encounter near the end of the "Decisions, Decisions" scenario. This is a shoulder-mounted, surface-to-air missile launcher capable of defeating Thantos-R in one attack. After equipping the weapon in the hand, press and hold R1 to aim at the monster. The character will drop to one knee and heft the Rocket Launcher onto his or her right shoulder. This preparation animation lasts a half-second, so be sure to adjust your aim using the L1 button if Thanatos-R moves. One shot is all you get, and no extra ammunition is available—make your one shot count.

AMPOULE SHOOTER

SHORT R.	MED. R.	LONG R.
100%	100%	100%

- MAGAZINE SIZE: 1 SHOT
- COMPATIBLE AMMUNITION: DAYLIGHT (1 QTY.)
- BASIC ATTACK POWER: 32000
- AVERAGE RANGE DAMAGE MODIFIERS

The Ampoule Shooter is located in only one spot: on the tank parked at the north end of the Front Square. The Ampoule Shooter can be used during the final Thanatos-R boss fight. The weapon comes empty, and it can only be loaded with a Daylight capsule. Open the Status Screen and load the Ampoule Shooter by combining it with the Daylight. Then aim at Thanatos-R and fire. If your attack strikes the target successfully, the Daylight kills Thanatos-R with a single hit.

AMMUNITION

This section identifies the various ammunition types used in the firearms described in the preceding section.

HANDGUN ROUNDS

- COMPATIBLE FIREARMS: HANDGUN, MARK'S CUSTOM HANDGUN, HANDGUN SG, BURST HANDGUN, SUB MACHINEGUN

A box of 9mm parabellum rounds, compatible with most semi-automatic handguns in the game, plus the Sub Machinegun. When used to reload a compatible weapon, the character inserts the bullets into the chamber one at a time. This is an extremely common ammunition type, appearing frequently in all scenarios.

HANDGUN MAGAZINE

- COMPATIBLE FIREARMS: HANDGUN, MARK'S CUSTOM HANDGUN

A clip that allows a player character to reload a normal Handgun in a single, quick motion. With less time to reload, the player character is less vulnerable to enemy attack and can move on more quickly. An empty Handgun Magazine can be reloaded by combining it with a box of Handgun Rounds. This ammunition type appears infrequently in most scenarios.

ASSAULT RIFLE MAGAZINE

- COMPATIBLE FIREARMS: ASSAULT RIFLE

This clip full of bullets is only compatible with a fully automatic Assault Rifle. During reloading, the player character will switch magazines. In this process, the quantity of ammo in the extra magazine is exchanged for the quantity in weapon. Therefore, it is advisable to reload the Assault Rifle only when the magazine in the gun is empty, so that empty magazines may be discarded. This ammunition appears only in the "Decisions, Decisions" scenario.

SHOTGUN ROUNDS

COMPATIBLE FIREARMS: SHOTGUN

A box of 12-gauge shotgun shells, compatible with a Shotgun. When used to reload a Shotgun, the character will insert the shells one at a time into the weapon. Shotgun Rounds are infrequent ammunition, appearing only three or four times in scenarios where Shotguns are available.

BURST ROUNDS

COMPATIBLE FIREARMS: GRENADE LAUNCHER WITH BURST ROUNDS

A portable canister containing explosive grenades, compatible with a Grenade Launcher. Burst Rounds must be combined with a Grenade Launcher prior to combat. The character will reload the launcher between each shot. If additional quantities of Burst Rounds are not combined with the Grenade Launcher prior to combat, the character will not reload them automatically. Burst Rounds explode on contact with an enemy, causing intense damage to the foe, as well as additional fragmentation damage to surrounding enemies in close proximity. This type of ammunition appears very rarely.

VITRIOL ROUNDS

COMPATIBLE FIREARMS: GRENADE LAUNCHER WITH VITRIOL ROUNDS

A portable canister containing explosive grenades, compatible with a Grenade Launcher. Burst Rounds must be combined with a Grenade Launcher prior to combat. The character will reload the launcher between each shot. If additional quantities of Burst Rounds are not combined with the Grenade Launcher prior to combat, the character will not reload them automatically. Burst Rounds explode on contact with an enemy, causing intense damage to the foe, as well as additional fragmentation damage to surrounding enemies in close proximity. This type of ammunition appears very rarely.

45 AUTO ROUNDS

COMPATIBLE FIREARMS: 45 AUTO FOR KEVIN

These boxes of .45 caliber bullets are compatible with Kevin's custom automatic pistol. During reloading, Kevin inserts them into the gun through the barrel, one at a time. 45 Auto Rounds are an infrequent type of ammunition, appearing only once or twice in each scenario.

MAGNUM REVOLVER ROUNDS

COMPATIBLE FIREARMS: MAGNUM REVOLVER

A box of .44 caliber magnum rounds compatible with the Magnum Revolver. During the reloading animation, the character loads them into the chamber of the revolver, one bullet at a time, and then snaps the chamber shut. This type of ammunition appears only once in the "Outbreak" scenario, and only the Easy difficulty level.

RECOVERY ITEMS

When characters suffer damage from monster attacks, their physical strength points are reduced. After several attacks are sustained, a character may lose enough physical strength points that his or her status becomes worse. Status reduction and the infliction of special statuses, such as poisoning or bleeding, can affect the posture and movement speed of a character. If a character can't run away fast enough, the monsters will quickly overwhelm and tear apart their helpless prey.



Characters have the ability to recover lost physical strength points and improve their status through the use of recovery items. These items come in a variety of forms and uses, including First Aid Sprays that restore complete health and various herbs growing naturally in the region that restore partial health and cure poisoning. Characters can combine herbs into compounds to regain greater amounts of physical strength points and to remove poison status.



Even if a character remains at full health for the duration of the scenario, there is always the accumulating threat of the virus gauge. At the start of each scenario, every player character is infected with the T-virus that transforms ordinary citizens into zombies. As time passes, the amount of virus in the person's bloodstream gradually increases. Contact with virulent enemies also increases the virus amount by leaps and bounds. If the virus gauge reaches 100%, the character dies and becomes a zombie. Eventually, a "zombified" character falls dead and game play ends. However, various medicines in pill form can be acquired that will stop the natural accumulation of the virus for a short or long duration of time. Additionally, a player in control of Dr. George Hamilton is capable of creating various recovery medicines and Anti Virus pills with his Medical Set.



In *Resident Evil Outbreak*, the deck is stacked against your ability to survive. Understanding the nature of recovery items and knowing the means to make greater recovery items is essential to your survival. This chapter explains the use and creation of recovery items. Be sure to carry some sort of recovery item with you at all times, because the monsters of Umbrella are more unpredictable than ever.

Character Status

Each player character begins the scenario with a defined amount of physical strength points depending on the character chosen. You may reference these figures in the Characters chapter. As a character suffers damage from enemy attacks, the amount of physical strength points is reduced. When a character's physical strength points drop below a certain percentage, he or she may drop in "status." Status reduction affects the way a character moves and acts, as detailed below. If a recovery item is potent enough, a character might regain enough physical strength points to gain an improvement in status.

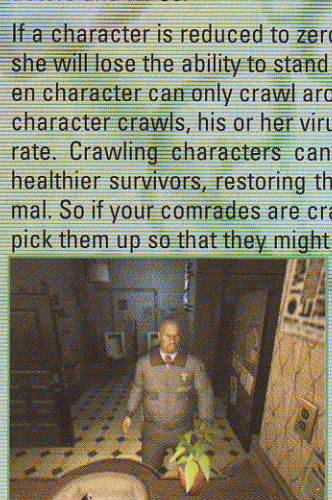
Notice in the Characters chapter that some characters start with more physical strength than other characters. The female characters are especially handicapped in terms of physical strength. Characters possessing fewer physical strength points will drop in status after fewer hits than a brawnier character, such as any of the men. Therefore, a female character will start limping and lose the ability to run after just a few hits. Keep these differences in mind when choosing your character and gender at the start of the scenario, and adjust your strategy to suit your character choice.

LEVELS OF STATUS

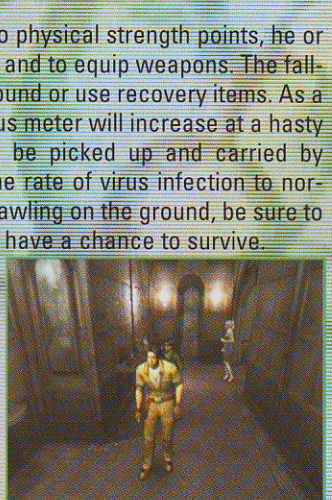


As a character's status drops, the status meter shown on the Status Screen will change wording and colors. The character's posture and movement speed is also affected. Characters that cannot move normally are more likely to be overtaken by enemies and killed. Characters with extremely low physical strength lose the ability to carry other player characters and NPCs.

If a character is reduced to zero physical strength points, he or she will lose the ability to stand and to equip weapons. The fallen character can only crawl around or use recovery items. As a character crawls, his or her virus meter will increase at a hasty rate. Crawling characters can be picked up and carried by healthier survivors, restoring the rate of virus infection to normal. So if your comrades are crawling on the ground, be sure to pick them up so that they might have a chance to survive.



The character is in Fine status, standing upright and ready to run.



The character has dropped to Caution status and leans slightly.



The character has dropped to Danger status, leans over badly and holds his side. The abilities to run and to carry other characters are lost.



The character has no physical strength left and crawls on the ground. Viral infection rate will reach 100% in seconds, as displayed in the lower right corner of the screen.

Status Levels

STATUS	COLOR	PHYSICAL STR.	CONDITION
FINE	Green	100% - 75%	Perfect
CAUTION	Yellow	74% - 50%	Leaning
CAUTION	Orange	49% - 25%	Holding side, can't run
DANGER	Red	24% - 0%	Holding side, walking speed reduced

Special Status Ailments

In addition to health-related status, there are also special status ailments that enemies might inflict on your characters. Special status ailments can be cured immediately through the use of specific items, or they will abate after a long period of time.

POISON



When afflicted with "POISON" status, the character's physical strength drops continuously. As physical strength points are lost, characters may drop to lower status levels and eventually lose the ability to move or run normally. Poison can be cured immediately by using a Blue Herb, a Mixed Herb compound containing a Blue Herb, or by using an Antidote pill.

BLEED

A character in "BLEED" status leans over badly and loses the abilities to run and to carry other characters, as if in DANGER status. As the character moves, he or she leaves behind puddles of blood on the floor. Certain enemies will follow this trail of blood directly to the bleeding character and attack him or her. Bleed status can be inflicted by the attacks of certain enemies. A player character inflicted with Bleed status will lose additional physical strength gradually as time passes. This status will eventually subside, abating more quickly if the player character stands still for a short period of time. Bleed status can be cured immediately if another player character carries the afflicted character until he or she recovers. Use of a Hemostat pill will also remove Bleed status instantaneously.



Medicines and Herbs

If your character is damaged only slightly, it is a waste of recovery items to heal yourself. As a general rule of thumb, only administer recovery items to yourself or someone else when a character's posture or movement speed is affected.

Combining Herbs

The most plentiful recovery items found in the game are the medicinal herbs that grow in the surrounding Raccoon City region. Although these native plants aren't very useful alone, they can be ground up and combined in powder form to produce greater recovery power.



To combine any two herbs, select one herb in your inventory and choose the "Combine" command from the popup menu. Move the second cursor to the herb you wish to combine with, and press Action to create a Mixed Herb. You may also combine single herbs with mixed herb compounds, provided the game allows.



Herbs can also be mixed when procuring a second herb from the environment. While picking up an herb, select the item space where a compatible herb is stored and press Action. When the game asks if you wish to combine herbs, choose "Yes." The new herb is automatically combined with the herb already in your inventory, provided the two are compatible for mixing.

Creating Medicines

Dr. George Hamilton can use his Medical Set to convert herbs and mixed herb compounds into useful medicine pills. First select George's Medical Set and choose the "Mix" command. Then select the herb or herb compound you wish to convert, and give it a try. A complete list of the medicines George is capable of making is listed in his section of the Characters chapter. Medicines can also be found in various locations.



GREEN HERB

Green Herbs are a plentiful recovery item in Raccoon City. They allow player characters to restore a small amount of physical strength points. A single Green Herb may be enough to raise a character's status to a better level, so try to keep one on hand at all times. Green Herbs can be combined with other Green Herbs to conserve inventory space, or with Red Herbs to form powerful compounds. Green Herbs can also be combined with Blue Herbs to provide health and poison recovery simultaneously.

BLUE HERB

Blue Herbs remove poison status from a character when used. These herbs can also be combined with Green Herbs for simultaneous health recovery and poison cure. Blue Herbs can also be combined with Green-Green and Green-Red compounds to add poison recovery to any mix. Although Blue Herbs can be mixed with Red Herbs, there is no additional effect from this mixture.

RED HERB

Red Herbs are entirely ineffective on their own, but when combined with Green Herbs they increase the potency of mixtures by more than double. A Red Herb can be mixed with a Green Herb or a Green-Blue Mixed Herb compound. While a Red Herb can also be mixed with a lone Blue Herb, there is no added benefit to the mixture.

FIRST AID SPRAY

This powerful pharmaceutical spray produces by the Umbrella Corporation fully restores any player character's physical strength points. A player character can equip a First Aid Spray and spray a passing character to restore his or her health. To do this, equip the spray using the "Equip" command, then point the spray at a nearby character by holding R1 or R2. Press Action to spray the character when he or she is in close to medium range. During Infinity mode, a First Aid Spray can be equipped and sprayed on other characters a limitless number of times. However, if the player character uses the item on him or her self, it still disappears as usual. First Aid Sprays are not as plentiful as the various herbs found in the game, and so their use should be restricted.

RECOVERY MEDICINE

This blue-white pill allows a player character to recover physical strength, similar in effect to a single Green Herb. However, the main benefit of Recovery Medicines over Green Herbs is that you can carry multiple pills in a single item slot on the Status Screen. Additionally, George can create Recovery Medicine pills by mixing a single Blue Herb with his Medical Set. So if great quantities of Blue Herbs are floating around but no one is poisoned, the doctor can convert the herbs into these more portable pills.

RECOVERY MEDICINE (LARGE)

A blue-white pill with a red mark, this item allows a player character to regain a large amount of health. George can produce Recovery Medicine (Large) items by mixing Green-Red-Blue Mixed Herbs with his Medical Set. Multiple Recovery Medicine (Large) items can be carried in a single item slot on the Status Screen.

HEMOSTAT

George can create these red-white pills by combining Red Herbs with his Medical Kit. A Hemostat will instantly stop bleeding, allowing an inflicted character to return to normal movement speed if possible. Multiple Hemostats can be carried in a single item slot on the Status Screen.

ANTIDOTE

This small white pill halts the progression of the virus gauge for a short amount of time. The overall effect is that the player character now has more game time to explore the environment and combat enemies before the virus reaches 100%. Whenever you find Anti Virus medicines during a scenario, use them immediately to give yourself more time to complete your objectives. If attacked by an enemy, the effects of the Anti Virus will subside and the gauge resumes its gradual rise. George can produce Anti Virus medicines by combining Green and Blue Herbs into a Mixed Herb, and then combining the result with his Medical Set. Multiple Anti Virus medicines can be carried in a single item slot on the Status Screen.

ANTI VIRUS

This small white pill halts the progression of the virus gauge for a short amount of time. The overall effect is that the player character now has more game time to explore the environment and combat enemies before the virus reaches 100%. Whenever you find Anti Virus medicines during a scenario, use them immediately to give yourself more time to complete your objectives. If attacked by an enemy, the effects of the Anti Virus will subside and the gauge resumes its gradual rise. George can produce Anti Virus medicines by combining Green and Blue Herbs into a Mixed Herb, and then combining the result with his Medical Set. Multiple Anti Virus medicines can be carried in a single item slot on the Status Screen.

ANTI VIRUS (LARGE)

A white pill with a red marking, this medicine halts the progression of the virus gauge for a long duration of time. The player character that uses an Anti Virus (Large) gains additional game time to explore the environment and combat enemies before the virus reaches 100%. Whenever you find Anti Virus medicines during a scenario, use them immediately to give yourself more time to complete your objectives. If an enemy attacks the character while an Anti Virus (Large) is effective, then the virus gauge will rise slightly according to the power of the enemy and the attack as usual. However, if the Anti Virus (Large) remains effective after the attack, the virus gauge will not raise any higher until the medicine wears off. George can produce Anti Virus (Large) medicines by combining a Green, a Red and a Blue Herb into a Mixed Herb compound, and then mixing the result using his Medical Set. Multiple Anti Virus (Large) medicines can be carried in a single item slot on the Status Screen.

RECOVERY MEDICINE BASE

During the scenario titled "The Hive," George can find up to four Recovery Medicine Base items in the Treatment Room. Only the good doctor knows where these items are located, and only he can obtain them. Combine a Recovery Medicine Base with George's Medical Set to create a Recovery Medicine. Otherwise, they have no other use.

RECOVERY ITEM TABLE

ITEM	EFFECT	STR POINTS RECOVERED
Green Herb	Recovery	500
Blue Herb	Cure poison, recovery	0
Red Herb	Material	0
Green Herb + Green Herb	Recovery	1000
Green Herb + Green Herb + Green Herb	Recovery	1700
Green Herb + Red Herb	Recovery	2000
Red Herb + Blue Herb	Cure poison	0
Green Herb + Blue Herb	Cure poison, recovery	500
Green Herb + Green Herb + Blue Herb	Cure poison, recovery	1000
Green Herb + Red Herb + Blue Herb	Cure poison, recovery	2200
First Aid Spray	Cure bleeding, recovery	3000
Recovery Medicine	Recovery	500
Recovery Medicine (Large)	Recovery	2000
Hemostat	Cure bleeding	0
Antidote	Cure poison	0
Anti Virus	Stops virus gauge (short duration)	0
Anti Virus (Large)	Stops virus gauge (long duration)	0

ITEMS: KEYS AND MISCELLANEOUS

This chapter deals with keys that unlock doors, objects that solve puzzles, and various items not covered in other chapters of this book.

KEYS AND KEY ITEMS

Following is an alphabetical list of all items from the game that unlock a door, allow the completion of an objective, or open a new area of the game.

ALCOHOL BOTTLE

LOCATION

"Outbreak": Wine Room
"Outbreak": Liquor Room

USE

Insert an Alcohol Bottle (any) into the indentation of the portrait in the bar building's Owner's Room on 2F. It unlocks the drawer of the nearby desk. It can also be combined with a Newspaper and a Lighter to form a Molotov Cocktail. One usage cancels the other.

BLUE JEWEL

LOCATION

"Decisions, Decisions": Art Safe Room

USE

Insert into the eye socket of the stuffed deer's head on the Entrance Hall's north wall. One of two jewels required to open the secret door to the B1F Study Room.

BRASS GLASSES

LOCATION

"Decisions, Decisions": 2F Drawing Room **(EASY)**
"Decisions, Decisions": 1F Waiting Room **(NORMAL)**
"Decisions, Decisions": 1F Passage A **(HARD)**
"Decisions, Decisions": B4F Control Room **(VERY HARD)**

USE

Place the glasses on the principal's bust at the north end of the 2F Passage to reveal the secret entrance to Testing Passage A.

CARD KEY

LOCATION

"Decisions, Decisions": Back Square **(EASY, NORMAL)**
"Decisions, Decisions": Pier **(HARD, VERY HARD)**

USE

Unlocks the rear doors of the university building (usable from either side), allowing access between the Back Square and 1F Passage B.

CARD KEY LEVEL 1

LOCATION

"The Hive": Examination Room **(SINGLE PLAY ONLY)**

USE

Unlocks the south door in the B1F Passway of the hospital.

CARD KEY LEVEL 2

LOCATION

"The Hive": Fixed Temperature Experiment Room

USE

To obtain this item, you must lure Leech Man into the variable temperature chamber and raise the heat. Unlocks the south door in the B2F Passway.

CHAIN KEY

LOCATION

"The Hive": Waste Liquid Disposal Room

USE

Unlocks the padlock on the chain of the boat docked at the north end of the Underpass Entrance.

DETONATOR

LOCATION

"Outbreak": Combine the Detonator Handle and Detonator Main Unit

USE

Use at the explosives rig kit in the middle of the Main Street area to complete the scenario.

DETONATOR HANDLE

LOCATION

"Outbreak": Main Street, northeast section

USE

Combine with the Detonator Main Unit to build the Detonator.

DETONATOR MAIN UNIT

LOCATION

"Outbreak": Main Street, west section

USE

Combine with the Detonator Handle to build the Detonator.

FORKLIFT KEY

LOCATION

"Outbreak": Wine Room **(EASY, NORMAL)**

"Outbreak": Owner's Room **(HARD, VERY HARD)**

USE

Starts the ignition of the forklift in the Liquor Room, allowing you to raise the payload and form a crawlspace escape route.

FROZEN WRENCH

LOCATION

"Below Freezing Point": B6F South Passway

USE

Thaw in the hot water of the overflowing sink in the B6F Break Room to obtain the Wrench.

GOLD RELIEF KEY

LOCATION

"Hellfire": Room 204

USE

Must complete the European map puzzle to obtain this item, or obtain it from an AIPC partner in the Security Room. Unlocks the door of the Power Supply Room.

HAND BURNER

LOCATION

"Below Freezing Point": B4F Culture Room

USE

Thaw the hand of the researcher, which is frozen to the ventilation system lever in the B4F Low Temperature Experiment Room.

KEY WITH BLUE TAG

LOCATION

"Outbreak": Staff Room **(EASY, NORMAL)**

"Outbreak": Owner's Room **(HARD, VERY HARD)**

USE

Unlocks the door to the Staff Room stairs leading up to 3F.

KEY WITH A RED TAG

LOCATION

"Decisions, Decisions": Water Purifying Facility

USE

Unlocks the door between the Water Works Administration Office and the Water Tank on level B3F.

LAB CARD KEY

LOCATION

"Below Freezing Point": B4F Turn Table

USE

Unlocks the B5F Computer Room door and the shutter door in the B4F East Area Passway.

LIGHTER

LOCATION

"Outbreak": Drawing Room

"Outbreak": Slope Along the Canal

"Decisions, Decisions": 1F Passage Elevator

"Decisions, Decisions": Spare Power Supply Room

USE

In "Outbreak," release the fuel from the tanker truck, stand at the edge of the slick area and use the Lighter to ignite the fuel. The Lighter can ignite a combined Newspaper and Alcohol Bottle to create five Molotov Cocktails. David can combine the Lighter with the Pesticide Spray and a piece of Vinyl Tape to create the Flame Spray.

P-BASE (SEALED)

LOCATION

"Decisions, Decisions": Water Works Management Office

USE

Requires Sealed Reagent Case to obtain. Insert into reagent incubation machine to unlock the southeast door in the Experiment Room, and subsequently create Daylight.

RED JEWEL

LOCATION

"Hellfire": Room 306

USE

Insert into the bust in the northeast corner of the Security Room to open the hidden door that leads to the Apple Inn Front Lobby, 2F.

RED JEWEL

LOCATION

"Decisions, Decisions": General Manager Room

USE

Insert into the eye socket of the stuffed deer's head on the north wall of the Entrance Hall. One of two jewels required to open the secret door to the B1F Study Room.

SEALED REAGENT CASE

LOCATION

"Decisions, Decisions": Water Tank

USE

Insert into the P-Base creation device in the B3F Water Works Management Office to obtain the P-Base (Sealed).

SECURITY ROOM CARD KEY

LOCATION

"Hellfire": Boiler Room, 2F platform

USE

Unlocks the door between North West Passage 2 and the Security Room.

SILVER RELIEF KEY

LOCATION

"Hellfire": Room 101

USE

Unlocks the door between the North West Passage 1 and the Corridor; Unlocks Room 306.

STAFF ROOM KEY

LOCATION

"Outbreak": J's BAR, counter **(EASY, NORMAL)**

"Outbreak": J's BAR, Will's corpse **(HARD, VERY HARD)**

USE

Unlocks the door in the northeast corner of J's BAR, allowing access to the Stairs Between 1F and 2F.

STORAGE KEY

LOCATION

"Outbreak": Stairs Between 3F and the Rooftop **(EASY, NORMAL, HARD)**

"Outbreak": Break Room, under bed **(VERY HARD)**

USE

Unlocks the door to the Storage Room on the bar building's Rooftop.

T-BLOOD

LOCATION

"Decisions, Decisions": 1F Passage B

"Decisions, Decisions": Testing Passage A

USE

You must use the hanging electric cable to shock Thanatos unconscious, and then obtain this item from its body. Insert it into the reagent incubation machine to unlock the southeast door in the Experiment Room, and subsequently create Daylight.

TURN TABLE KEY

LOCATION

"Below Freezing Point": B4F Turn Table

USE

Raises the locomotive turn table from level B4F to level 1F. The B4F level must be ventilated before use.

UMB NO.3

LOCATION

"Below Freezing Point": B7F Chemical Disposal Room

USE

Combine with VP-017 to formulate the V-JOLT.

V-JOLT

LOCATION

"Below Freezing Point": Combine UMB No.3 and VP-017

USE

Use in the Duct on level B7F or B6F to kill the overgrown plant blocking the ladders between levels.

V-POISON

LOCATION

"Decisions, Decisions": Air Exhaust Tower B1F

USE

Insert into the reagent incubation machine to unlock the southeast door in the Experiment Room, and subsequently create Daylight.

VALVE HANDLE

LOCATION

"Below Freezing Point": B4F Turn Table

USE

Opens the central door in the B6F Security Center, raises the emergency ladder on the B6F level of the Duct.

VP-017

LOCATION

"Below Freezing Point": B7F Chemical Storage Room

USE

Combine with UMB No.3 to formulate the V-JOLT.

WRENCH

LOCATION

"Below Freezing Point": Thaw the Frozen Wrench in B6F Break Room sink

USE

Open the wall panel in the B6F Security Center to reveal the Valve Handle.

MISCELLANEOUS

This section describes items of various uses that don't fit into other categories.

BATTERY

LOCATION

"Hellfire": Power Supply Room

"Hellfire": Store Room

USE

This small power cell has no use in itself, but David can combine a Battery with an Iron Pipe and Vinyl Tape to create a Stun Rod weapon.

BLOOD INFUSION PACK

LOCATION

"The Hive": Nurse Center

"The Hive": Nurse Station

"The Hive": Laboratory

USE

When the "Place" command is used, the character tears open the Blood Infusion Pack and spills it on the floor. If the Leech Man enemy is present in the room, it will ignore all player characters and move to the blood spill. The Leech Man will feed on the spilled blood until the stain disappears from the floor, and then return to normal behavior. The Blood Infusion Pack can be used to lure the Leech Man into the south portion of the Fixed Temperature Experiment Room, where it can be killed with high heat.

CHARLIE'S ID TAG

LOCATION

"Hellfire": Boiler Room (After searching fireman's corpse

USE

If retained in possession until the end of the "Hellfire" scenario, this item will trigger an additional scene and unlock a bonus character in the Collection screen.

INVESTIGATION REQUEST

LOCATION

"The Hive": Laboratory

USE

When this item is taken, the player character memorizes the "Investigation Request" file.

MALE NURSE'S DIARY

LOCATION

"The Hive": Room 302

USE

When this item is taken, the player character memorizes the "Male Nurse's Diary" file.

NEWSPAPER (ON THE CASE)

LOCATION

"Outbreak": Staff Room

"Outbreak": Drawing Room

"Outbreak": Rooftop

USE

When this item is taken, the player character memorizes the "Newspaper" file. Additionally, the Newspaper can be combined with an Alcohol Bottle and then ignited with a Lighter to create five Molotov Cocktails.

P-BASE

LOCATION

"Decisions, Decisions": Water Works Administration Office

USE

An unsealed version of the P-Base reagent created by using the Reagent Case found in the Water Works Administration Office. After a brief period of time, this unsealed version of the P-Base will evaporate and become useless.

REAGENT CASE

LOCATION

"Decisions, Decisions": Water Works Administration Office

USE

An unsealed case that can be used to obtain a sample of the P-Base from the reagent generation machine in the Water Works Administration Office. However, because this container does not adequately protect the sample, the P-Base will deplete after a short period of time.

REN'S ID TAG

LOCATION

"Hellfire": Boiler Room (after searching fireman's corpse)

USE

If retained in possession until the end of the "Hellfire" scenario, this item will trigger an additional scene and unlock a bonus character in the Collection screen.

RESEARCHER'S DIARY

LOCATION

"The Hive": Laboratory

USE

When this item is taken, the player character memorizes the "Researcher's Diary" file.

DAYLIGHT

LOCATION

"Decisions, Decisions": Experiment Room

USE

Requires placement of the P-Base, V-Poison and T-Blood into the reagent incubation machine in the university building's 3F Experiment Room. The player characters can administer the Daylight to themselves through the "Use" command. When used, the Daylight cures the player character of the T-virus infection and removes the virus gauge from the player character's Status Screen. If given to an AIPC, he or she will use it automatically to cure him- or herself. Daylight can also be loaded into the Ample Shooter and fired at the Thanatos-R during the final boss fight to kill the monster with a single attack. Possession of one or two quantities of the Daylight determines the outcome of the "Decisions, Decisions" scenario.

SCENARIOS

Resident Evil Outbreak is divided into five long scenarios. In Single Play mode, you must clear one scenario in order to play the next. In Network Mode, you may choose one of three available scenarios, and more become available as stages are cleared. In this guide, the scenarios are organized in order according to their occurrence in Single Play mode.

REGARDING THE TEXT

This portion of the guide covers each scenario from start to finish, explaining in great detail the objectives and actions required to clear each one. Scenarios are written in a somewhat freeform manner, "discussing" the possibilities of playing with AIPC partner characters as well as other players online.

The guide is generally written to help a lone player accomplish the clearing of all five scenarios in Single Play mode at the Normal difficulty setting. Network Mode is admittedly a much deeper experience, but it is important to play through the game on your own in Single Play before heading online. The skills and knowledge of the game you will develop while playing Single Play mode should prove invaluable during your online sessions. If you avoid Single Play and head directly online, you may be doing yourself and your potential teammates a grave disservice through your unfamiliarity with the game.

The entire walkthrough is written to help you master Single Play mode.

MAP SECTIONS

Each scenario description contains one or more sections devoted to fully rendered 3D maps of all or a portion of the stage. Each map is marked with lettered item callouts. Use the callout list beside each map to determine the locations of important items, weapons and supplies found on each level of the stage.

AIPC CALL LISTS

At the beginning of each scenario's description, you'll find a list of the CPU-controlled characters, also known as "AIPCs," that will accompany each player character during Single Play mode. The AIPCs in the first column can be called upon by holding the Chat Shift button L2 and moving the Right Stick to the left. Holding the Chat Shift button and moving the Right Stick upward can call the AIPCs in the second column. During some scenarios, the team will split up to tackle the multiple objectives required to clear the stage. As clearly indicated by the notes provided in the table, one AIPC will accompany the character to a certain level, or another AIPC will go with the player character should he or she decide to search a different level.

SINGLE PLAY AIPC CALL LIST

PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT	UP
Kevin	Mark	Cindy
Mark	Kevin	Cindy
Jim	Kevin	Mark
George	Cindy	Mark
David	Mark	Kevin
Alyssa	Mark	Cindy
Yoko	Kevin	Mark
Cindy	Mark	Kevin

OBJECTIVES

Listed in these sections are the main objectives of the scenario, described in the simplest form possible and accompanied by screenshots. You must complete most of the objectives listed in order to clear a certain portion of the scenario, if not the entire stage. There may be more than one list of objectives per scenario, so do not fool yourself into thinking you are done just because you accomplish everything in the first list.

WALKTHROUGH

The walkthrough is a step-by-step, detailed description of the tasks you must accomplish to clear the scenario, complete with screenshots, tips, hints, warnings and notes. Follow the advice given to the letter, and you'll be ranking among the *Resident Evil Outbreak* masters in no time at all.

TIPS

Tips throughout the walkthrough provide insight on tricks or strategies you can employ in your game to improve the experience.

NOTES

Sometimes the choices you make or the actions taken during a scenario may have far-reaching effects on your game play, your score, or even your teammates' ability to continue playing with you. Also, some side features of the game are complex enough to require a complete sidebar. Notes provide in-depth insight on side features of the game.

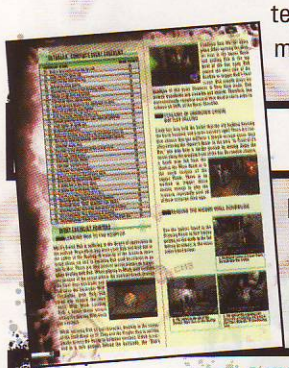
WARNING!
PAY ATTENTION TO WARNINGS!

At certain stages of the scenario, your actions could potentially unleash a horde of enemies or trigger a potentially lethal trap. Warnings highlight such information throughout the walkthrough. If there is a warning on the page, do not proceed until you have observed the cautions contained in these sections.

BOSS FIGHT STRATEGIES

Most of the scenarios cannot be completed until you have faced and defeated a powerful, unique monster known as a "boss." Each boss fight is presented in a unique section that contains detailed statistics regarding how much damage the boss can inflict on your character with each attack. Also listed are statistics to help determine just how many hits a boss can survive against your weapons. The body text of the boss fight strategy contains instructions on how to take down the monster blow by blow.





COMPLETE EVENT CHECKLIST, CHECKLIST POINTERS

Near the end of each scenario, you'll find a complete list of all the possible items that appear in the Event Checklist for the scenario, along with notes regarding some of the more obscure checklist items that may not be covered in the walkthrough.

NOTES FOR HARD & VERY HARD MODES

Once you unlock and begin to play the Hard difficulty mode, you may notice some remarkable differences. These sections at the end of each scenario aim to prepare you for changes to the way stages are played in higher difficulty levels.

CLEAR TIME RANKING

Time is the most important factor in determining the ranking achieved when playing each scenario. At the end of each section is a table that shows how ranking is earned, and how you can do better next time. Notice that more time is allowed for earning a better ranking in Network Mode, dependent also on whether the game is installed to an HDD or not. For a complete breakdown of the method of result point calculation, consult the Game Basics chapter.

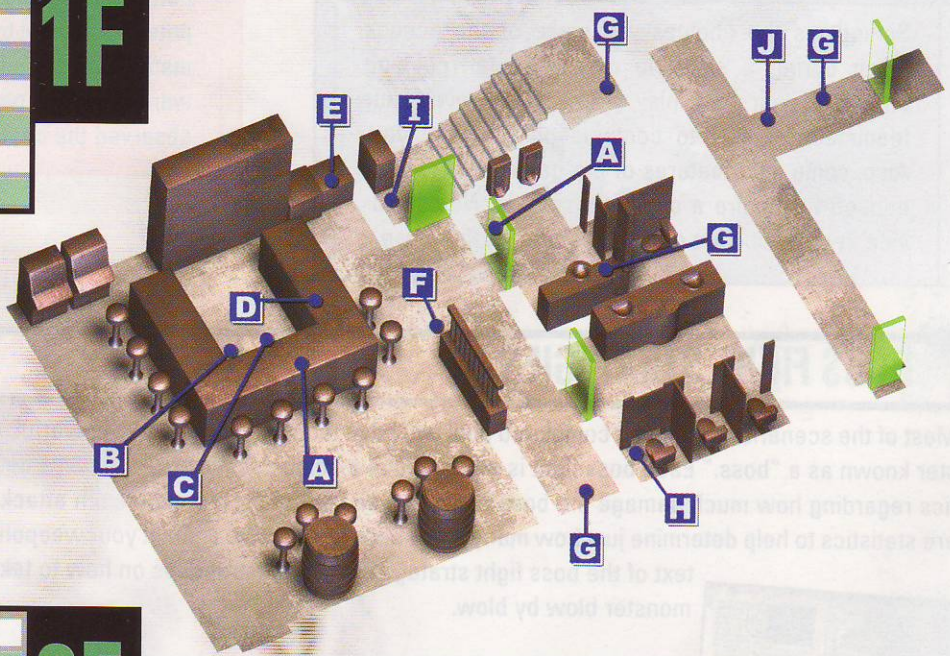
OUTBREAK

NORMAL DIFFICULTY

J's Bar & Apartments

1F

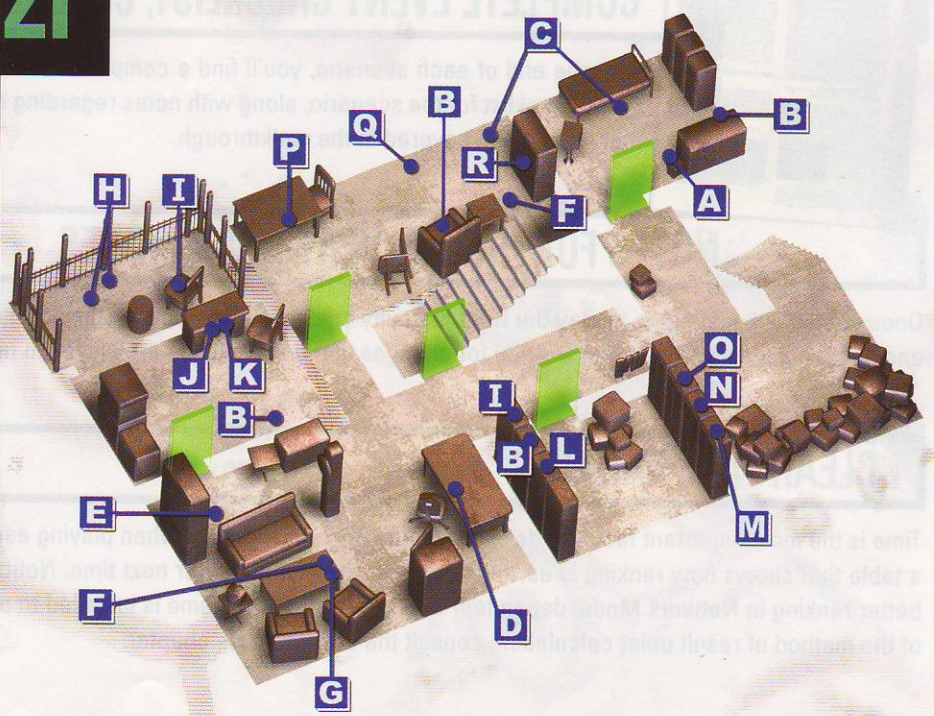
A	Handgun
B	First Aid Spray
C	Pesticide Spray
D	Staff Room Key
E	Chopper
F	Playing Manual Controls Version
G	Green Herb
H	Scrub Brush
I	Playing Manual Knowledge Version
J	Handgun Rounds



2F

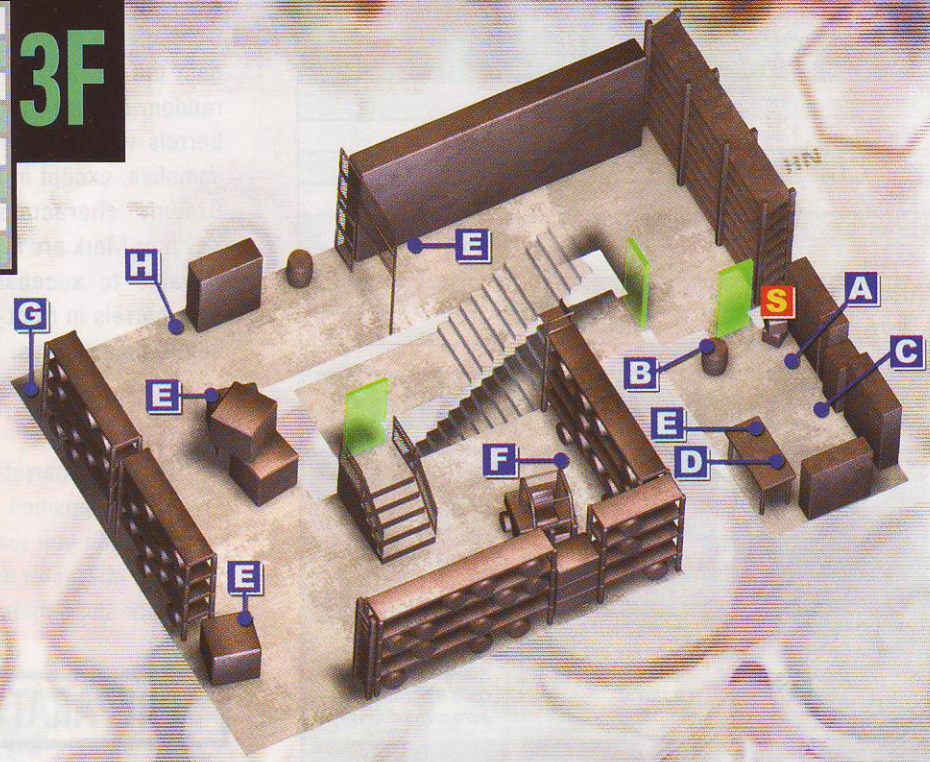
A	Indoor Blueprint (Map)
B	Handgun Rounds
C	Iron Pipe
D	Stapler Gun
E	Red Herb
F	Newspaper (On the Case)
G	Key with Blue Tag
H	Green Herb
I	Blue Herb
J	Shotgun*
K	Jack's Memo*
L	Green Herb x2**
M	Long Pole
N	Staffer's Diary
O	Anti Virus
P	Lighter
Q	45 Auto Rounds
R	Handgun***

*Requires solving portrait puzzle in Owner's Room.
**Only Cindy may access these items.
***Requires Alyssa's Picking Tools.



3F

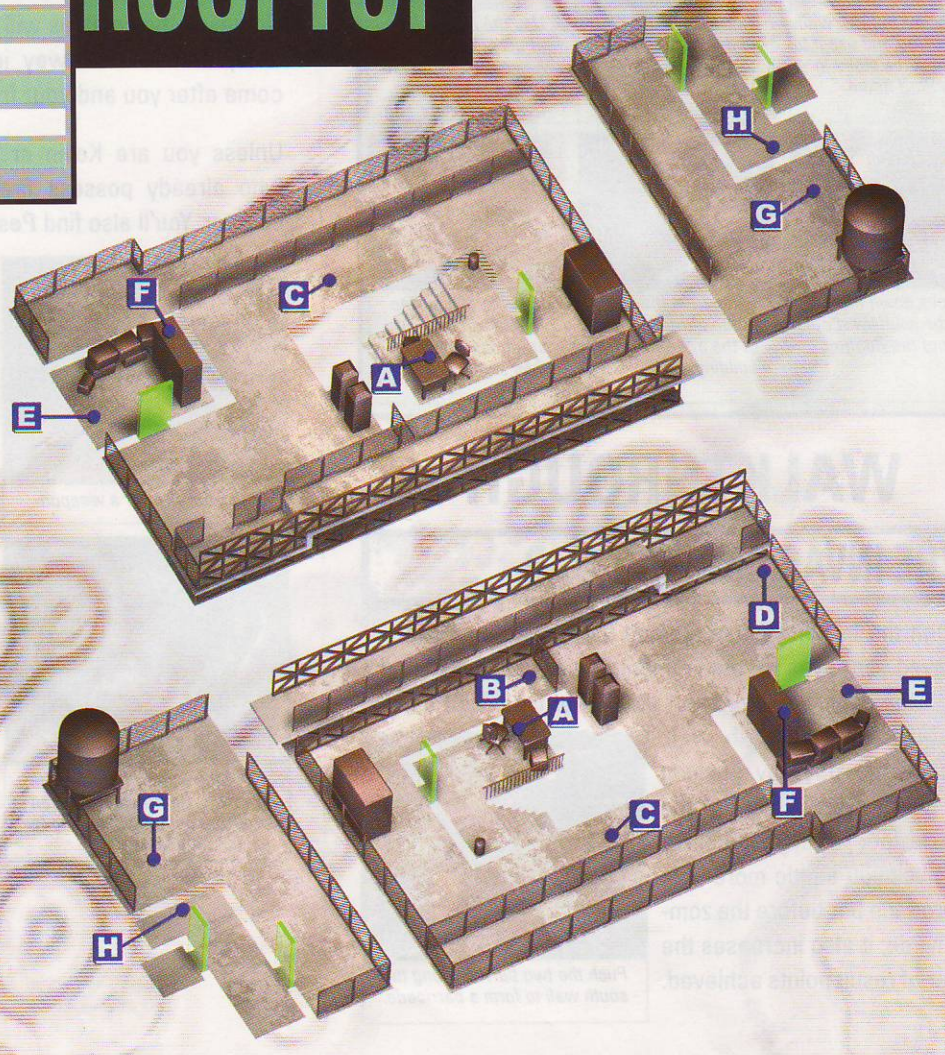
A	Play Single Player Mode
B	Shotgun Rounds
C	First Aid Spray
D	Forklift Key
E	Alcohol Bottle
F	Blue Herb
G	Green Herb
H	Iron Pipe



ROOFTOP

A	Storage Key
B	Green Herb
C	Handgun*
D	Newspaper
E	First Aid Spray
F	Handgun Magazine
G	Handgun Rounds
H	Red Herb

*Appears only if dropped by NPC Bob.



Single Play AIPC Call List

PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT	UP
Kevin	Mark	Cindy
Mark	Kevin	Cindy
Jim	Kevin	Mark
George	Cindy	Mark
David	Mark	Kevin
Alyssa	Mark	Cindy
Yoko	Kevin	Mark
Cindy	Mark	Kevin

OBJECTIVES:

J's Bar & Apartments



1. Using the barrels, build a barricade in front of the door.



2. Find the Staff Room Key on the bar and unlock the door to the stairs.



3. Obtain the Stapler Gun in the 2F Staff Room and use it to build a barricade across the doorway.



4. Procure the Key with Blue Tag and use it to unlock the stairs in the Staff Room.



5. Find the Forklift Key in the Wine Room.



6. Use the Forklift Key in the Liquor Room. Raise the payload to form a crawlspace near the ceiling.



7. Knock down the gate in the southwest corner of the Rooftop.



8. Jump from the roof of the bar to the roof of the apartment building.



9. Ride the elevator to 1F and exit to the street area before time expires.

WALKTHROUGH

THE INVASION OF J'S BAR

Although the bartender has ejected the unwanted customer and saved your lives for the moment, the zombies will smash through the door in a very short amount of time. Two barrels stand against the south wall. Barricade the door by pushing these two barrels in front of the entrance door. Creating the barricade gives you a little more time to search the bar before the zombies invade; it also increases the number of result points achieved.



Push the two barrels along the south wall to form a barricade.

If you only move one barrel in front of the door, you will not gain the extra time. There is a random chance that one of the barrels will become stuck and immobile, except in Easy mode. Brawny characters such as Kevin or Mark are more likely to be able to successfully push both barrels in front of the door before time expires.



With both barrels positioned in front of the doors, your team attains some extra time to acquire supplies and escape safely.

HOW TO PUSH

To push a barrel or any other mobile environmental object, position yourself behind it and face the direction you want to move the object. Then move your character up against the side of the barrel until he or she begins to push it across the floor.

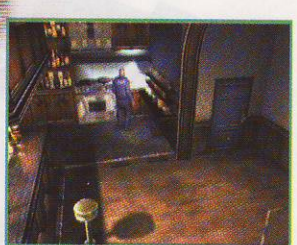
PREPARATIONS FOR THE HORDES

Once the barricade is successfully established, you have more time to search the ground floor for useful weapons and items. However, the zombies will eventually smash their way in and come after you and your friends.



Search for items behind the bar.

Unless you are Kevin or Mark, who already possess firearms, take the **Handgun** on the counter. You'll also find **Pesticide Spray** and a **First Aid Spray** behind the bar. In the sink near the rear exit door is a **Chopper**. A file titled **Playing Manual Control Version** lies on the floor at the base of the rail across from the stair door. Be careful that you are not attacked while reading a file.



Check the sink for a weapon.

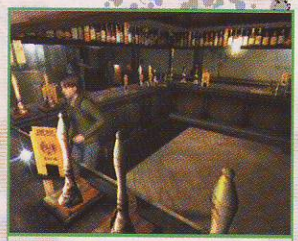


Avoid the zombie hands in the Women's Bathroom. They can drag you out of the building for an instant death!

There is a **Green Herb** at the bottom end of corridor in front of the bathrooms. Search inside the two bathrooms for additional weapons and items. The callouts on the maps in this section show where to find another **Handgun**, a **Green Herb** and a **Scrub Brush**.

EXITING THE BAR

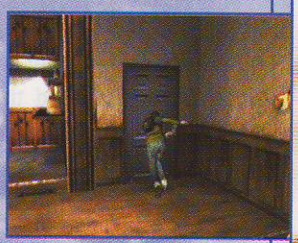
The **Staff Room Key** lies on inside counter of the bar, on the west section. When you're ready to move on, use the Staff Room Key to unlock the door in the north-east corner of the bar. In Network Mode, the key lies on the counter in the Men's Bathroom.



The Staff Room Key only appears here in Single Play mode. In Network Mode, look in the bathrooms.

KNOCKING DOWN DOORS

Brute force can be employed to open this and many other locked doors throughout the game. The door will break open faster if you shoot it with a gun or use a melee weapon. If your character has a special action attack, such as Kevin's "kick" or George's "tackle," you can use these actions to knock down a door. Additionally, a door can be broken down using the shoulder-butt technique that all characters can perform. However, using the proper key is always the fastest way to get through any locked barrier.



CARRYING BOB TO SAFETY

After a certain amount of time, the zombies will break through the door and climb over the barricade. They attack and kill Will, the bartender. Standing across from the doorway in Single Play mode is Mark's friend Bob. You must guide Bob to safety throughout this scenario in order to gain the most scenario completion.



Carry Bob away from the front door before the zombies break in.

If Mark is one of the player characters, let him be the one to assist Bob. After the event where the invading zombies kill Will the bartender, Mark can carry Bob toward the door to the stairs. An extra scene occurs where the bartender reanimates as the living dead. Mark is the only one who can trigger this extra FMV while he is helping Bob. Otherwise, Will simply rises and joins the other zombies after a certain amount of time.



Mark and Bob view a chilling scene.

Greater details on carrying Bob and the effects on the game are contained in the article titled "Leading Bob to the Rooftop," at the end of this section.



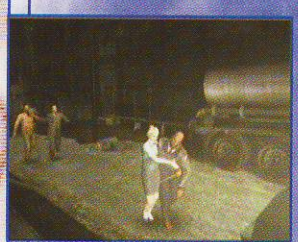
Lead Bob to the stair door, go through, and he will follow you.

CARRYING ANOTHER CHARACTER

To assist Bob, move next to him and press the Action button. Your character will shoulder Bob, and you may now carry him anywhere in the room. To take Bob to the next area, guide him to the door and press Action to open the door while still holding Bob. As you cross the threshold, he will follow you to the next room.



Keep in mind that you can also carry other player characters and AIPCs in the same manner. If one of your allies takes too much damage, she will fall to the ground and begin to crawl. During this time, the virus spreads through her body rapidly. If virus infection reaches 100%, your ally will die. As soon as you can, move to the fallen ally, press Action to pick her up, and carry her to safety. Getting your ally back on her feet helps to return the rate of viral infection to normal. In addition, you can help an ally stop bleeding by carrying her until the status subsides.



If you are saved by one of your teammates in this manner, be sure to reward her with one of your items. If you don't have anything to offer, find a present for your buddy later.

TREACHEROUS STAIRWAY

The file titled **Playing Manual Knowledge Version** lies on the floor just inside the entrance to the stairwell. The ghouls will soon follow you through the door, so memorize the file now and read it later. Zombies smash through the window on the landing at the top of the first staircase, so be ready to steer clear of their grasp. A **Green Herb** sits on the floor below the window.



Approach the Green Herb from an angle, and you can grab it even when zombies are leaning through the window.

PERMANENT ENEMY

A zombie wearing a flannel shirt comes to life as you reach the top of the stairs. This enemy is a permanent resident on 2F. This means that even if you attack the zombie, knock it down and continue beating it until it stops twitching, it will not disappear. Instead, it will reanimate several times and attack. Try not to break melee weapons or waste ammo while dealing with this special zombie.



Permanent enemies, like the zombie haunting the second floor of the bar, appear in many scenarios.

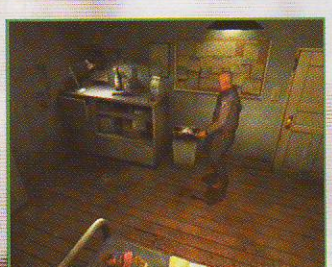
HIDING OUT IN THE BREAK ROOM



Carry Bob to the rear of the Staff Room, where he'll be safer from attack.

If you are carrying Bob, drop him off at the western section of the Staff Room. Then run back through the doorway and enter the door on the north wall, which leads to the Break Room. The zombie that permanently roams 2F will most likely follow you directly into this room, so be ready to fight or hide.

The **Indoor Blueprint** lies in the trashcan near the door. Examining this document allows you to view all the rooms of the building on your map, even if you haven't visited those locations yet. Check the slightly open drawer in the southeast corner of the room for **Handgun Rounds**. Examine the center of the bed, and your character will crawl under it. This space can be used to hide from zombies, and an **Iron Pipe** is also located here.



What idiot would leave a perfectly good Map in the trashcan?



Characters can hide in tight spaces, such as under certain beds and coffee tables. Useful items also hide in these spaces.

WARNING!
BARRICADED OUT!

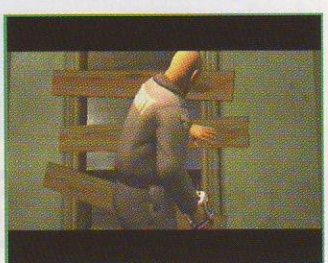
By staying in the Break Room too long, there is a chance in Network Mode that one of your teammates might erect the barricade in the Staff Room. If you are separated from the rest of the group because one of your teammates erected a barricade, hide under the bed in the Break Room. Return to the Staff Room occasionally to see if the undead have smashed through the planks yet. If a zombie follows you back to the Break Room, hide under the bed until it goes away. Additionally, you can smash your way through the planks yourself by using brute force—just don't let the zombies surround you...

BARRICADING THE STAFF ROOM

The Staff Room is a rather large space where you can make yet another barricade. Find the **Stapler Gun** on the desk near the fridge and use it at the planks just inside the green-painted corridor section of the Staff Room. Using the Stapler Gun this way creates a barricade across the doorway. However, make sure that all your teammates are on the same side of the planks as you are, or you'll accidentally seal them out!

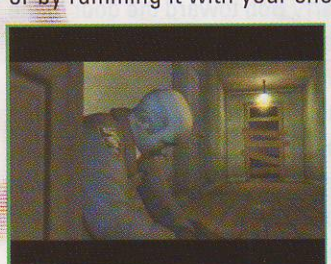


Grab the Stapler Gun from the desk...



...and use it to build a temporary barricade across the doorway.

The barricade is extremely temporary. If zombies are standing on the other side of the planks, and they see someone beyond, they will quickly smash through the boards and continue invading. While you have secured safety for the moment, the best idea is to split up and investigate the various rooms surrounding the Staff Room, leaving no person in the Staff Room for the zombies to see. If you were trapped on the wrong side of the barricade, hide out in the Break Room. Also, you can smash through the barricade using a weapon, or by ramming it with your shoulder.



With the planks in place and Bob safely behind the barricade, an extra scene occurs where the group worries about the older man's deteriorating condition.



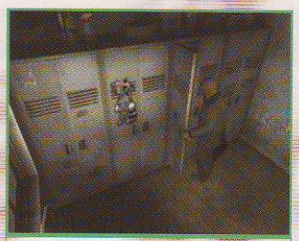
If you are barricaded on the wrong side of the Staff Room, smash through the planks.

STAPLING YOUR ENEMIES

The Stapler Gun can also be equipped as a weapon and used to fire staple projectiles at enemies. However, if you erect the barricade in the Staff Room, all 20 staples are used up. You can only use the Stapler Gun one way or the other.

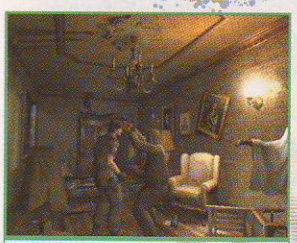
THE LOCKER ROOM

With the barricade in place, search the Staff Room and the connecting rooms for supplies, recovery items and weapons. In the Locker Room on the south wall of the building, open the compartments to find the various items marked on the maps in this guidebook. At the end of each row is a locker where you can hide from zombies and player character zombies. However, while in the locker you must not move around or make any noise. If a zombie detects you, it can knock you out of your hiding spot by destroying the locker!



Unfortunately for Mark, he is too broad-shouldered to hide in a locker. He is the only character prevented from using empty lockers in this fashion.

THE DRAWING ROOM

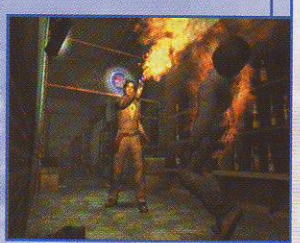


As you move around in the Drawing Room, a crow may dive through the window and attack! This only occurs in Normal or higher difficulty modes.

The Drawing Room located on the north side of the Staff Room is loaded with various ammunition and weapons, as marked on the maps in this book. A **Lighter** sits on the table across from the door. This item has various uses in this scenario.

LIGHTER USES

David can combine the Lighter with the Pesticide Spray to make a Flame Spray, but the Lighter will no longer be useful. Any character can use the Lighter to ignite Molotov Cocktails. Instructions for making a Moltov Cocktail are detailed further on in this section. The Lighter is also helpful for reading hidden clues written on the walls in various places throughout the scenario. A Lighter is required to finish the scenario, but a second chance to acquire one is provided later.

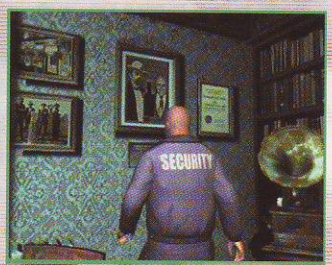


THE OWNER'S ROOM PUZZLE

The Owner's Room is the northwest area on the second floor. On the ground next to the phonograph are **Handgun Rounds**. A zombie guards a **Green Herb** and a **Blue Herb** on the patio outside. The shape of a liquor bottle is cut out of the owner's portrait on the east wall. An Alcohol Bottle available in the Liquor Room or the Wine Room on 3F will fit into the portrait. After inserting the Alcohol Bottle, you'll hear something unlock nearby. Open the drawer of the nearby desk to find a loaded **Shotgun** and **Jack's Memo**.



There is a random chance that you will hear a woman's scream just after entering the Owner's Room, and this will add to your Event Checklist.



Set an Alcohol Bottle in the portrait to unlock the drawer of the nearby desk.

CHARACTER-SPECIFIC ACTIVITIES

In every scenario, there are certain actions that only specific characters can perform. Cindy is the only person who can open her employee locker on the west wall inside the Locker Room. Inside the waitress' locker are **2 Green Herbs**. If you are playing as Cindy, then remember to always stop by here to open the locker, either to restock your Herb Kit or for the sake of your allies. Unfortunately if Cindy is an AIPC while you are playing Single Play Mode, she will not voluntarily open her locker even if you lead her directly to it, so don't bother trying.



Cindy owns this locker on the west wall of the Locker Room, and only she can open it. Her Personal Special Items can also be found inside.



The hutch at the back of the Drawing Room can only be opened via lock-pick.

Only Alyssa, using her picking tool, can open the hutch at the back of the Drawing Room. A **Handgun** is locked in the cabinet in Single Play mode at the Normal difficulty level. Alyssa can also use her picking tool to open the locked doors throughout this scenario, though using the actual keys is the fastest entry method.

USING ALYSSA'S PICKING TOOLS

To lock-pick any door, position Alyssa directly in front of the locked door and open the Status Menu. Select her Picking Tool, and then choose one of the four tools from the subsequent menu. Once Alyssa inserts the pick into the lock, press the Action button firmly and repeatedly to jiggle the lock cylinders. If the pick isn't working, press the Cancel button and then choose a different tool to work with.

DEPARTING 2F

Once the zombies start to smash through the barricade erected in the Staff Room, it is time to get moving again. On the coffee table between the couches in the Staff Room lies a **Newspaper (On the Case)**. Underneath the paper is the **Key with Blue Tag**. The key unlocks the door to the stairs leading up to 3F. You must pick up the paper in order to reach the key. Once the door is unlocked, grab Bob and carry him up the stairs. Lead the ailing security guard through the door at the top.



The Newspaper can be combined with an Alcohol Bottle to create Molotov Cocktails, so don't be too hasty to discard it.

ITEM FILES

The Newspaper (On the Case) is a different type of file, one that must fill an item slot in your inventory in order to be read. After picking up the Newspaper, the contents of the file are memorized and added to your File menu. After the file is memorized, you may switch the item for another, and text is still retained in the contents of the File menu.

LIQUOR ROOM RELAY

Just inside the Liquor Room on 3F, the door next to the entrance leads to the Wine Room. Zombies will soon break into the Liquor Room, so you'll need to move fast to accomplish your goals in this large area.

In Network Mode, it is best if one team member holds the Liquor Room door shut. To hold a door, move against it until your character holds it shut. Then continue holding the Right Stick in that direction to hold the portal firmly closed. Unfortunately, a character can only hold the door shut against intruding enemies for a short period. If two player characters bar the door together, they can hold it shut longer. While the door is held firm, one player character should run to procure the Forklift Key from the Wine Room. The Forklift Key is essential for proceeding past the Liquor Room.



Characters can hold doors shut to prevent zombie intrusion for a short period of time.



As you proceed through the Liquor Room, a bottle may fall from the wine racks on the north wall. This is an entirely random occurrence, but it will add to your Event Checklist and Completion Ratio.

THE LIQUOR ROOM IN SINGLE PLAY

In Single Play mode, the best strategy is to grab Bob as soon as you enter the Liquor Room and lead him through the entire area to the south end of the building. Leave the ailing man safely near the forklift. Then return to the entrance and fight your way through the intruding zombies to the Wine Room, where the Forklift Key is located.

WARNING! KEEP WORKING AND STAY FOCUSED!

Zombie enemies will provide a constant obstacle during your stay in the Liquor Room. Every time you kill one, another will emerge through the east entrance. Try to avoid wasting a lot of time and ammunition fighting with zombies by focusing instead on accomplishing your objectives.

ALCOHOL'S NOT JUST FOR DRINKIN' IN SURVIVAL HORROR

Just past the wine racks, an **Alcohol Bottle** stands on the liquor shelves to the right. This bottle can be used to unlock the desk drawer in the Owner's Room downstairs. The bottle can also be used to make 5 Molotov Cocktails. When properly thrown, one of these combustible weapons can take out an entire cluster of enemies. There are several Alcohol Bottles located in the Liquor Room, just in case someone takes one of the bottles downstairs to solve the puzzle.



Molotov Cocktails are awesome weapons available only in the "Outbreak" scenario.

MOLOTOV COCKTAIL RECIPE

To create Molotov Cocktails, combine a Newspaper with an Alcohol Bottle in the Status Menu. Then ignite this duo with a Lighter to create 5 of these firebombs.

WINE ROOM SAVE POINT

The **Forklift Key** lies on the table in the Wine Room, which is located in the southeast corner of 3F. Use this key to start the ignition on the forklift in the Liquor Room. Then raise the payload of the machine in order to create a crawlspace escape route out of the room. Grab the other items in the Wine Room if inventory space allows.



A bottle may drop out of the open cooler on the side of the Wine Room. This is an entirely random occurrence, but one which adds to your Event Checklist.

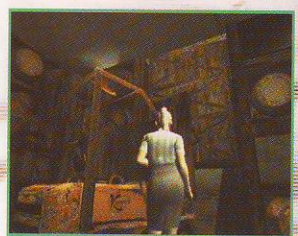
TYPEWRITERS, THE TEMPORARY SAVE POINT

East of the Wine Room's entrance is a Typewriter. In Single Play mode, a Typewriter can be used to create a temporary save point on a memory card inserted into slot 1 of your PlayStation2 game console. This save game can be loaded only once, and then it is erased from your memory card. Only use the Typewriter if you need to stop playing for any reason.



ESCAPE FROM THE LIQUOR ROOM

At the south end of the Liquor Room, a ladder leads up to a small crawlspace across the shelves. However, the payload on the nearby forklift is down, creating a gap you cannot crawl across. Use the Forklift Key from the Wine Room to start the forklift. Examine the lift once again to raise the payload, and then climb up the ladder and crawl across the shelf tops to the vent opening.



Use the Forklift Key to start the engine, and then raise the payload of the forklift to create an escape route.

GETTING BOB OUT OF THE LIQUOR ROOM

In order to get Bob out of the Liquor Room safely, you must descend the stairs in the "Stairs Between 3F and the Rooftop" room and open the shutter door at the bottom. Unfortunately this allows a horde of zombies to follow you. Grab Bob and lead him through the open shutter and then up to the Rooftop for his scenario finale.



Open the shutter door at the bottom of the stairs, and go back to grab Bob.

AUTOMATIC SHUTTER OPENING

In Single Play mode, it is possible to make your AIPCs open the shutter for you! Leave Bob near the forklift, and then head to the Wine Room to obtain the Forklift Key. Return to the vehicle and start the ignition, and then raise the payload. Give the "Go!" command to your AIPCs, and they will begin to climb the ladder. Meanwhile, grab any of the Alcohol Bottles on this level and return to the Owner's Room on 2F. Use the Alcohol Bottle to solve the portrait puzzle. When you return to the Liquor Room, your AIPCs will have already opened the shutter! Your partners will be waiting for you and Bob on the stairs to the rooftop.

ROOFTOP DRAMA

After leading Bob through the open shutter door of the Liquor Room, lead him to the top of the stairs. There's a desk at the back of the landing, upon which is the **Storage Key**. Though optional, this key unlocks a room on the Rooftop, and using it adds to your Completion Ratio.



The Storage Key appears here in Normal difficulty, but it may be located elsewhere in harder settings.

The crows make life pretty miserable on the Rooftop. Eventually you will need to leap from this roof to the top of the adjacent building. If a crow attacks while you are attempting to leap across the gap, you will plummet to the ground below for an instant death. Therefore, it is prudent to take out the crows while you're on solid footing. The best way to disable a crow is to wait until one of them attacks one of your teammates. While a crow is hovering above one of your allies, a single handgun bullet or a blow from a melee weapon will kill it instantly.



Crows provide easy targets when they swoop in to attack.

If you are the target of a crow's attack, call for "Help!" from one of your teammates or an AIPC. Hopefully your partner will shoot the creature while it hovers over you.

If you have led Bob this far, grab the poor old man and guide him around the corner to the midpoint of the rooftop passage, where his finale scene will occur. Usually, he dies and drops a **Handgun**. However, in Very Hard mode Bob becomes a zombie and attacks!



Bob and Mark weigh the options of life and "un-life."



You can always break into the Storage Room if you don't have the key.

Use the Storage Key to unlock the door at the west end of the rooftop. Inside the Storage Room, a **First Aid Spray** rests on the floor and a **Handgun Magazine** is hidden on top of the nearby shelves. To reach the clip, climb onto the boxes and then search the side of the shelves.

FAST RELOADING WITH MAGAZINES

Reloading bullet by bullet in real time leaves your character exposed to danger. With a compatible Magazine in your possession, you can reload your equipped weapon in a single motion. When your weapon is completely empty, press the Reload button (L1) and your character will switch out the Magazine. Your character will only use a Magazine item if your weapon is completely empty and the Magazine is completely full. An empty Magazine can be refilled by combining it with Handgun Rounds in your Status Menu.

FATEFUL LEAP

To escape from the roof, move to the fence directly across from the Storage Room door and start beating on the gate to knock it down. You can use a gun or melee weapon to knock down the barrier faster. If you prefer not to waste ammo or melee weapons, then clear your hands and use shoulder-butt tackles to knock down the fence. George and Kevin can knock down the gate faster by using their special actions.



There's a Newspaper partially hidden at the southwest corner of the roof. Anyone still holding an Alcohol Bottle can make Molotov Cocktails using this and a Lighter.



Reach the street area before time expires, or you'll die!

When the fence collapses under the force, an officer on the street below declares that the city block will be closed off in exactly three minutes. All player characters have three minutes to get down to street level! Anyone who fails to reach the street before time expires will die instantly and fail the scenario.

Climb onto the walkway and run to the eastern edge. One at a time, your team must leap across the gap. Stand on the ledge and press Action to begin. Your character will back up several steps to get a running start at the leap. With the proper timing, you must press Action again to make your character jump. Hit the button at the exact moment that your character runs up to the ledge.



As your character runs forward, press Action just as he reaches the ledge to leap the gap.

After a successful leap, your character dangles from the ledge. Pull yourself up by rapidly tapping the Action button. If your teammates have already leaped across, call for help and one of them may come back to help you. To help your teammate climb onto the roof, stand at the edge and press Action while your teammate is dangling. There are **Handgun Rounds** at the back of the apartment building rooftop.



Tap the Action button rapidly to climb onto the rooftop of the apartment building.

WARNING! INSTANT FALLING DEATH!

If a crow attacks your player character as you dangle from the ledge, you might fall to an instant death. Be sure to shoot all crows in the area before leaping across the gap.

RACE THROUGH THE APARTMENTS

Inside the top floor of the apartment building, look for a **Red Herb** in the lower corner of the corridor. Then open the elevator and ride down to 1F.



Examine the elevator doors to open them, and then walk inside to go to 1F.

Grab the **Green Herb** just outside the elevator, and the **Handgun Rounds** at the corner. Avoid the female zombie in the corridor as well as the other ghoul that smashes through the window. Exit the front door at the south end of the building. Be sure to exit before the three-minute time limit expires in order to continue the scenario.

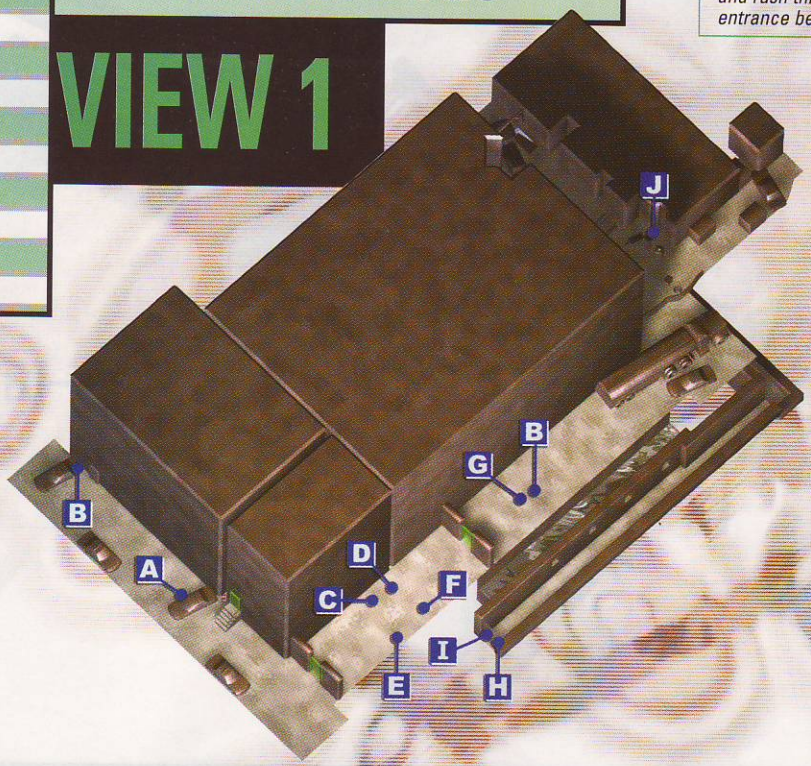


Avoid enemies on the first floor, and rush through the street entrance before time expires.

Street Areas

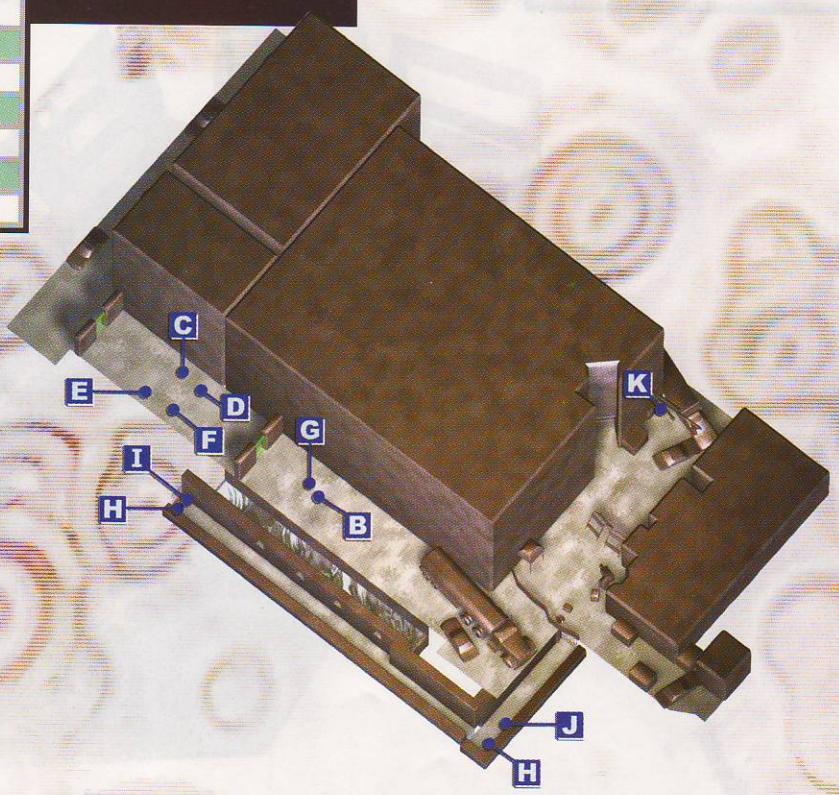
VIEW 1

A	Vicinity Map
B	Shotgun
C	Iron Pipe
D	Handgun Rounds
E	First Aid Spray
F	Shotgun Rounds
G	Lighter
H	Red Herb
I	Blue Herb
J	Green Herb
K	Raccoon Today



VIEW 2

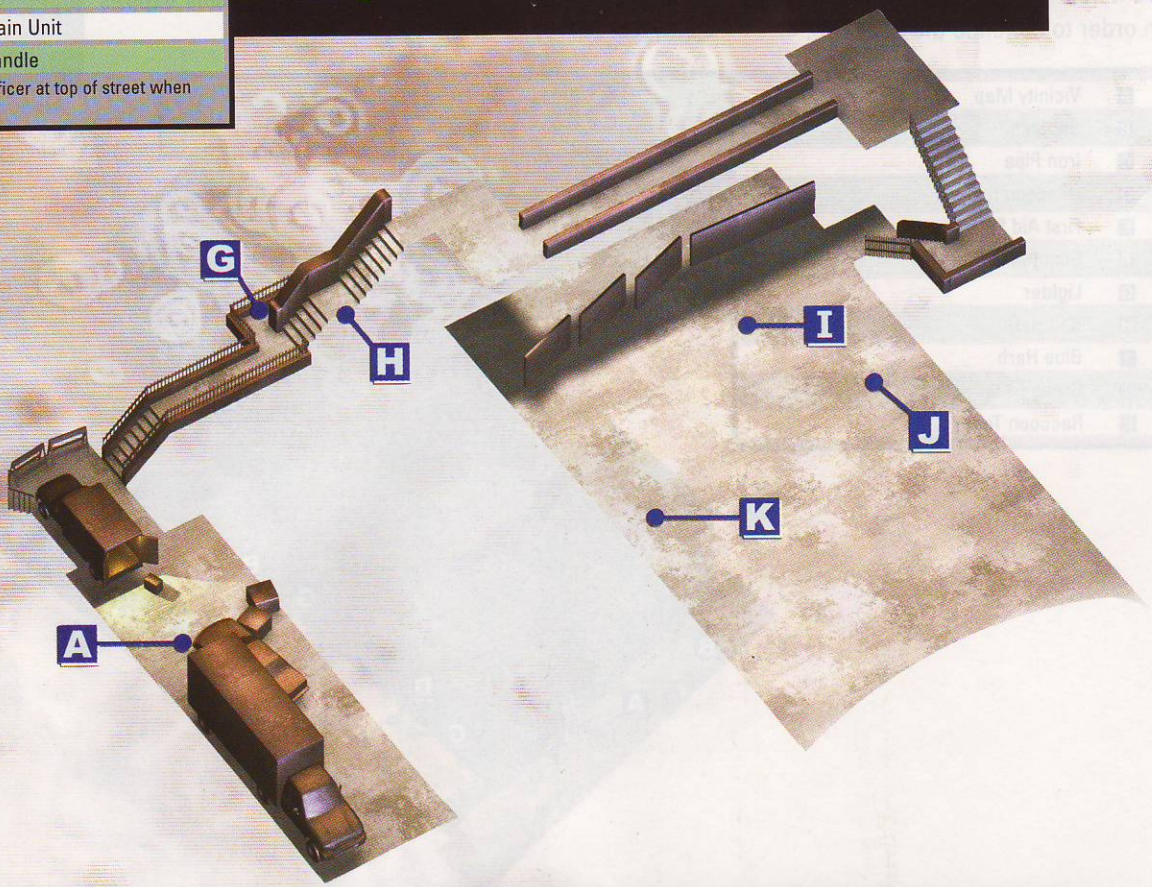
A	Vicinity Map
B	Shotgun
C	Iron Pipe
D	Handgun Rounds
E	First Aid Spray
F	Shotgun Rounds
G	Lighter
H	Red Herb
I	Blue Herb
J	Green Herb
K	Raccoon Today



RESIDENTIAL AREA

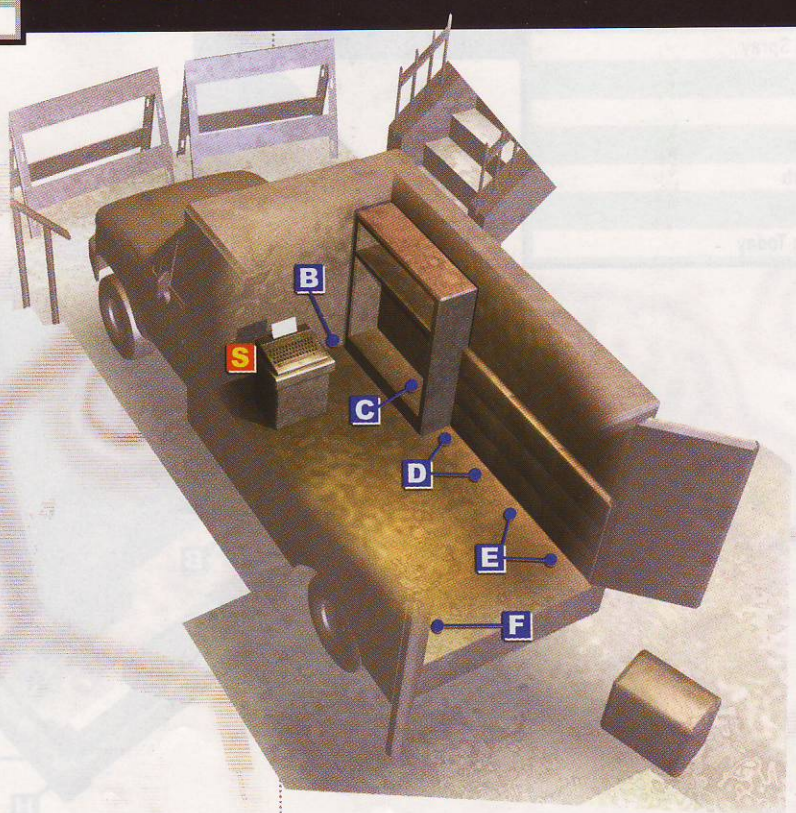
A	Red Herb
G	Blue Herb
H	Magnum Revolver
I	Handgun*
J	Detonator Main Unit
K	Detonator Handle

*Dropped by police officer at top of street when spoken to.



POLICE VAN DETAIL

B	Shotgun
C	Handgun Rounds
D	Shotgun Rounds
E	First Aid Spray
F	45 Auto Rounds



Street Area

OBJECTIVES:



1 Push the two police cruisers into place to form barricades on the street.



2 Prevent the monsters from attacking the police officer as he attempts to blast through the door at the north end of the alley.



3 Release the valve on the rear of the fuel tanker truck to cover the street with gasoline.



4 Ignite the fuel covering the street surface with a Lighter.



5 Jump into the waterway before the fuel truck explodes.



6 Speak with Officer Dorian to hitch a ride out.



7 Race to help the officers fighting in the street.



8 Locate the two parts of the Detonator and assemble them.



9 Use the Detonator to set off the charges along the avenue.

Walkthrough

CITY STREET MAYHEM

Upon exiting the apartment building, move down the stairs to trigger a scene with Officer Raymond. Your next objective is to create two barricades on the street by pushing two police cars into position. When you create both barricades, an item is added to your Event Checklist and you'll receive ranking points. However, if you fail to create both barricades within roughly two minutes, the game moves on to the next area but nothing will be added to your Checklist and you'll receive no points.



Prepare to be deputized.

Start by moving the closest vehicle to create a barricade. Move east down the street and begin pushing the southern car in a westerly direction. By acting quickly, you should be able to push the car into place beside the angled car long before the undead reach your position. However, if the zombies do manage to get in the way, your character will be unable to finish moving the car into position.

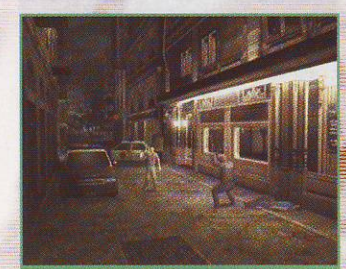


The car moves faster if two player characters get behind the vehicle.



If a zombie steps in front of the slowly moving vehicle and stops your progress, wait until it clears the path. If one or more creatures remain standing in the way, move to the side of the police cruiser and gun them down.

Climb onto the hood of the angled patrol car. Wait until the zombies start crawling under the vehicle, and then climb down on the other side. Check the passenger side of the vehicle to find the **Vicinity Map**. Dash down the avenue and try to avoid zombies that are marching east. Stand behind the patrol car parked along the south side of the street, and attempt to push it into place before time elapses. When both barricades are finished, or when time runs out, Officer Raymond becomes nervous and flees to the next area.



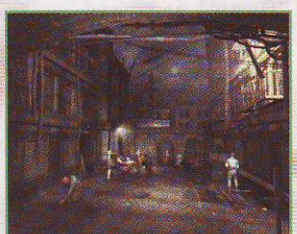
Avoid shooting or attacking enemies unless in emergency, because every time one is killed a new one will just emerge from the west.



A Shotgun is stashed in the trunk of the patrol car that is parked just beyond the entrance to J's Bar.

BRAWLING IN THE ALLEYWAY

The action continues in the alley running behind the apartment building. Zombies crawl through the ducts under the south wall. Some of these enemies are programmed to attack player characters, while a few are programmed to run directly to the top of the area and interfere with Officer Raymond. The officer is trying to blast open the wooden doors that prevent your escape. You must prevent the zombies from attacking Raymond.



Move up the alley and procure the items to help fend off the attacking horde.



Keep the enemies away from Raymond so that he can do his job. If you want to get out faster, attack the doors yourself.

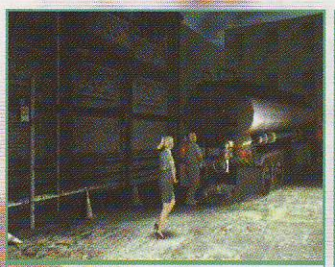
As the scene unfolds, charge up the street and collect the **First Aid Spray** and **Shotgun Rounds** on the west side of the street, as well as the **Iron Pipe** and **Handgun Rounds** on the other side. Shoot or knock down the zombies before they reach Raymond.

PUT YOUR SHOULDER INTO IT!

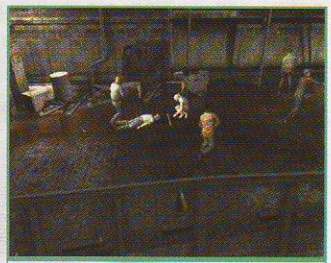
If you run out of ammo, or if the zombies are pretty well contained at the south end of the alley, move beside Raymond and start blasting, smashing or shoulder butting at the locked gate. The extra points of damage you inflict to the gate help to open it more quickly.

STREET-WIDE CREMATION

In the next area, the unfortunate Raymond falls prey to the zombie onslaught. However, his discovery may just save your party of survivors. First, run to the top of the slope and open the valve on the back of the fuel truck. Once the slope is coated with fuel, run back down to the position of Raymond's dead body and grab the items he dropped, including a **Shotgun** and a **Lighter**.



Be careful of zombies crawling out from under the rig as you release the fuel!



Grab the items dropped around Raymond's body.

Before you can light the fuel, all player characters need to move off of the slick area. If teammates are leaning badly in pain or they are crawling on the ground, pick them up and carry them to the dry concrete area. In Single Play mode, stand off of the oil slick and call your teammates by appealing with the "Come!" command.



If teammates stand on the fuel-slicked area, you cannot ignite the fuel.



Note that in Single Play mode, some of your teammates may already have moved ahead to the Tunnel area. Don't waste time looking for people.

When everyone is clear of the spilled gasoline, stand at the edge of the fuel slick and use the Lighter to ignite the gas. Following the mass incineration of the zombies, you have only a few minutes to escape from the area before the fuel truck explodes. Move to the edge of the street near the badly leaning street sign, and jump into the water below.

Once all your teammates are safe in the water, the truck will explode. Floating in the canal, swim to the left and climb through the portal into the Tunnel.



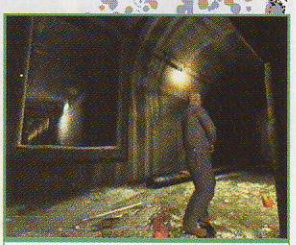
Hold the Cancel button to swim faster.

A DEATH WORTH DYING

If you are caught in the blast as the fuel tanker explodes, you will die. However, this death actually adds to your Event Checklist and Completion Ratio, so it is not entirely a loss. You will eventually need to play this scenario one time through just to die here. Remember that this is only a game, and don't make a habit of standing around waiting for fuel trucks to explode in real life!

WAITING FOR EVACUATION

At the south end of the Tunnel are a **Red Herb** and a **Blue Herb**. Run north and drop to the lower section, where another **Red Herb** and a **Green Herb** sit. Mix herbs and heal yourself, and remember to give extra recovery items to wounded teammates. When finished, climb up the ladder at the west end of the Tunnel.



Heal yourself and your partners with the herbs in the Tunnel before moving on.

In front of Apple Inn, head directly left from the manhole to the storefront of a deli, where a **Green Herb** sits. Proceed to the top end of the street and pick up a copy of **Raccoon Today** from the newspaper vending machines. Officer Dorian emerges from the side of the street. When he stops in place just to the right of the other two survivors, speak to him to hitch a ride out of the area.



Speak to Dorian to secure a ride.

SUPPLY PIT STOP

The escape is delayed due to a few barricades on the road. Outside of the police van is a **Red Herb**, and inside is a **Shotgun**, **2 boxes of Shotgun Rounds**, **2 First Aid Sprays**, **Handgun Rounds**, **45 Auto Rounds**, and a Typewriter. Stock yourself and your teammates, then head to the front of the vehicle and continue up the stairs across from the van. At the first landing, a **Blue Herb** stands in the small space to your character's left. To the right is an open window where someone has left a **Magnum Revolver**.



Load up with the supplies in the van before heading off to battle.



Someone left a Magnum Revolver on this windowsill in exchange for the pie that used to be here...

WARNING!
DON'T WASTE THE MAGNUM

The magnum is not compatible with any of the more common ammunitions available in Normal mode, and cannot be reloaded. Six shots are all you have—make them count.

THE THRONGING HORDE

Continue out to the midpoint of the footbridge to witness the awesome spectacle of Raccoon City's undead problem. At this point, you have two options for ending the scenario: either continue ahead and assist the officers in detonating the explosive charges set up all over the street, or backtrack to the police van and tell Officer Dorian you are ready to leave. Both methods are worth points, and either will add to your Event Checklist. However, detonating the street charges is worth more points and a better ending.

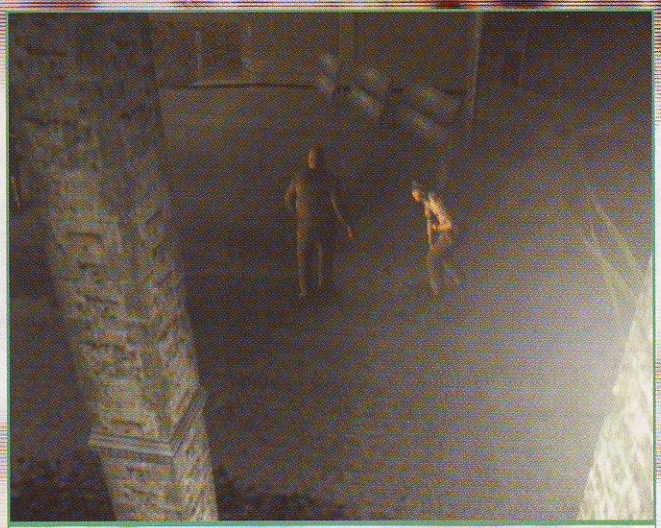


The zombie situation on Main Street is much worse than anything faced previously.

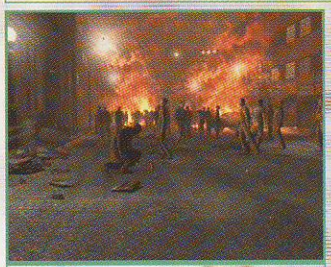


It's okay to retreat and hitch another ride from Dorian to end the scenario.

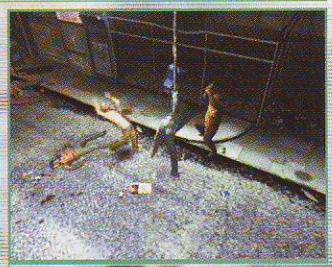
Speak to the officer standing near the bottom of the stairs, and he will drop some random weapon, such as a Handgun or Shotgun (either fully loaded or completely empty by random chance). Take a deep breath, and then charge down the street through the zombie crowd. As you are facing the widest view of the street, move left to the object glittering on the ground, which is the **Detonator Main Unit**. Grab this and quickly run to the other side of the street, where the **Detonator Handle** lies next to a fallen officer. In Network mode, it would be best if the Player Character that picks up one of the items first also goes to pick up the other item.



Speak to the officer at the top of the street to get your orders. He also drops a backup weapon.



The Detonator Main Unit lies on the ground on the east side of the street.



The Detonator Handle can be found on the fallen officer on the west side of the street.

In your Status Menu, combine the two items to build the **Detonator**. Then dash to the forward middle section of the street where the dead officer lies next to the rig kit. Open your menu and use the Detonator to set off the charges all over the street and end the zombie menace...for the time being.



Stand near the rig kit in the center of the street and use the Detonator to finish the scenario with a bang—A very big bang.

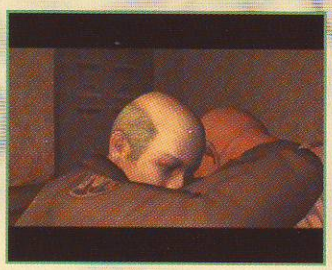
"OUTBREAK" COMPLETE EVENT CHECKLIST

CHECKLIST ITEMS	RANK POINTS
☐ Built a barricade out of the barrels.	30
☐ Used the staff room key.	20
☐ Used the key with blue tag.	20
☐ Solved painting puzzle.	30
☐ Opened the cabinet in the drawing room.	30
☐ Moved cargo with the forklift.	20
☐ Destroyed liquor room shutter.	40
☐ Destroyed wire fence on the rooftop of J's BAR.	20
☐ Read all graffiti via your lighter.	50
☐ Built barricade using 2 patrol cars.	30
☐ Opened gasoline tanker car and released gasoline.	20
☐ Used lighter to ignite gas.	20
☐ Activated detonator.	20
☐ Defeated zombies on street and completed scenario.	40
☐ Ran away from the zombies and completed scenario.	40
☐ Collected every map.	30
☐ You died in the explosion of the tanker truck.	40
☐ Obtained "newspaper."	20
☐ Obtained "Jack's memo."	30
☐ Obtained "staffer's diary."	30
☐ Obtained "Raccoon Today."	30
☐ Heard a scream in the owner's room.	10
☐ Saw crow fly into drawing room.	10
☐ A bottle fell in the wine room.	10
☐ A bottle fell in the liquor room.	10
☐ Heard a scream in front of J's Bar.	10
☐ Watched demo "Will Becomes A Zombie."	30
☐ Watched demo "Bob's Condition Gets Worse."	50
☐ Watched demo "Bob Kills Himself On The Rooftop."	50
☐ Watched demo "Bob Becomes A Zombie."	50
☐ Watched demo "Block The Entrance Of The Staff Rm."	40

EVENT CHECKLIST POINTERS

LEADING BOB TO THE ROOFTOP

Mark's friend Bob is suffering in the throes of conversion to the undead. Regardless, you must carry Bob and lead him to the safety of the Rooftop. A majority of the scenario items listed above are tied to assisting Bob until he refuses to go any further. There are also several secret movies to trigger when dealing with Bob. When playing as Mark, wait until the occurrence of the scene where the zombies break through the front door barricade and fall upon the bartender Will. Thereafter, grab Bob and lead him toward the stair door. With Mark carrying Bob, a bonus scene occurs where the two see Will return as a zombie.

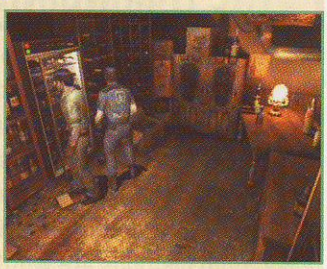


While assisting Bob as any character, lead him to the center of the Staff Room on 2F. Then use the Stapler Gun to nail the planks across the doorway between sections. If Bob is carried to a safe position behind the barricade, the "Bob's Condition Gets Worse" demo plays. After opening the shutter door in the Liquor Room and guiding Bob to the top level of the bar, carry Bob toward the west side of the Rooftop to trigger Bob's final scene. Bob usually drops his **Handgun** at this point. However, in Very Hard mode, Bob instead transforms into a zombie and attacks. Therefore, you must eventually complete most of Very Hard mode in order to achieve all 100% of the Event Checklist.



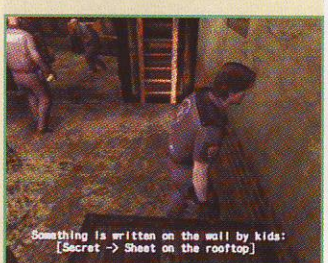
SCREAMS OF UNKNOWN ORIGIN, BOTTLES FALLING

Cindy has long held the belief that the old building housing the bar is haunted, and it turns out she's right! There is a random chance that you will hear a female scream occur soon after entering the Owner's Room. In the area "In Front of J's Bar," you may hear a similar scream by moving down the street along the window front of the bar. By random chance, a bottle may fall from the shelf in the Wine Room or in the north section of the Liquor Room. There is no method to trigger these events, except to play the scenario repeatedly until all of them occur on their own.

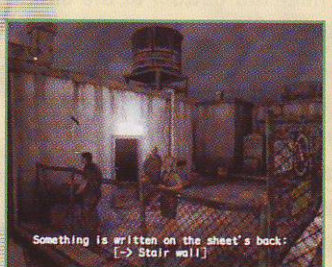


READING THE HIDDEN WALL SCRIBBLING

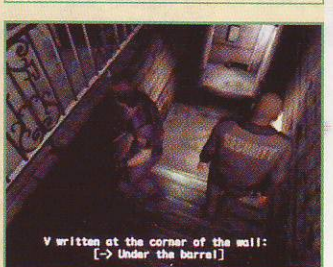
Use the Lighter found in the Drawing Room to find hidden writing on the walls in the following locations, in the exact order listed below:



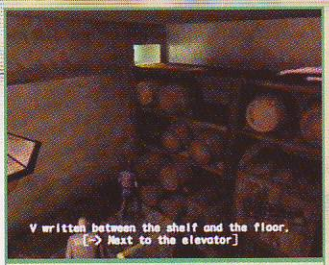
1. Northwest corner of Liquor Room, the wall near the crates.



2. The crates to the left of the Storage Room door on the Rooftop.



3. The wall of the stairway just above the crawlspace entrance in the Stairs Between 3F and Rooftop area.



4. The first barrel on the shelf behind the forklift in the Liquor Room.



5. Once you have read all the other hidden messages, use the Lighter to examine the boxes to the right of the elevator doors in the "Top Floor of the Apartment" room. You'll find the last message, and a Spear.

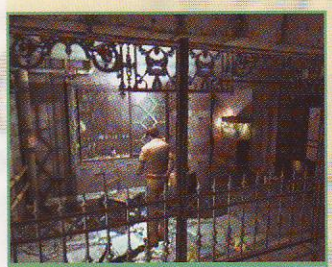
NOTES FOR HARD & VERY HARD MODES

Worth noting is that the locations of some items change in Single Play mode in the Hard and Very Hard difficulty levels. Naturally, there are fewer supplies and even fewer weapons to obtain in higher difficulty settings. The Staff Room Key cannot be found on the bar in its usual spot. You must either break down the stair door or wait in the bar area until the zombies invade and kill the bartender, Will. At that point, rush over and search Will's body to find the Staff Room Key. If Will becomes a zombie and rises, the key can be found on the floor where he was lying.



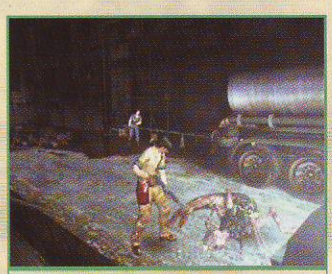
Search Will's corpse to find the Staff Room Key in higher difficulty modes.

The Key with Blue Tag is no longer in the Staff Room; it is located on the back porch of the Owner's Room. Also, the Forklift Key is locked in the desk drawer in the Owner's Room. Procure an Alcohol Bottle from the Liquor or Wine Rooms on 3F. Then return to the Owner's Room and insert the bottle into the slot of the portrait to unlock the drawer. Then take the key and raise the payload of the forklift in order to move beyond the Liquor Room.



The Key with Blue Tag is found on the balcony of the Owner's Room in Hard and Very Hard modes.

Instead of the usual zombies, the areas "In Front of J's Bar" and the "Alley Behind the Bar" are infested with Claw Worms in Hard and Very Hard modes. These creatures inflict poison status with their tail sting attacks, so it is important to collect Blue Herb items while inside the bar before heading outdoors. In Single Play, make sure that your AIPCs are holding Blue Herbs and herb compounds containing poison remedies before leaving the bar building. Scissor Worms seem to be weak against fire attacks, so use Molotov Cocktails and the Flame Spray to eliminate clusters of them.



Many Blue Herbs will be needed to survive the attacks of the poisonous Scissor Worms in Hard and Very Hard modes.

"OUTBREAK" CLEAR TIME RANKING

RANK	SINGLE	NETWORK (DVD)	NETWORK (HDD)
S	00:00+	00:00+	00:00+
A	10:00+	13:00+	11:00+
B	15:00+	20:00+	17:00+
C	20:00+	27:00+	23:00+
D	30:00+	38:00+	34:00+
E	45:00+	50:00+	46:00+

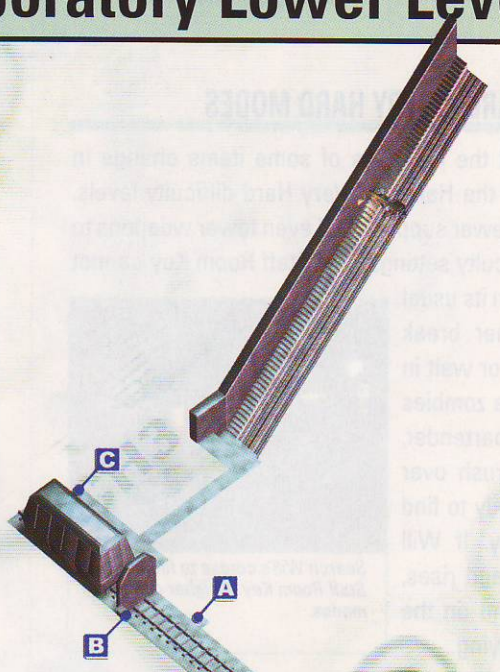
BELOW FREEZING POINT

NORMAL DIFFICULTY

Laboratory Lower Levels

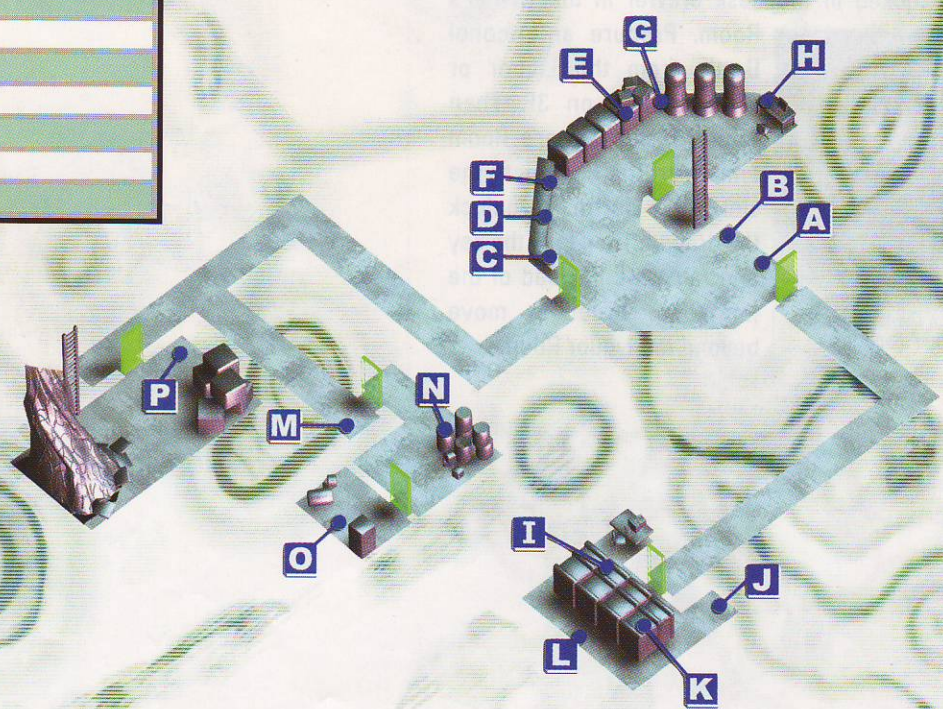
A	Green Herb
B	Iron Pipe
C	Handgun SG

B8F



B7F

A	Handgun Rounds
B	Green Herb
C	Laboratory Sketch (Map)
D	Yellow Chemical Bottle
E	Laboratory Memo
F	First Aid Spray
G	45 Auto Rounds
H	Interoffice Memo
I	Grey Chemical Bottle
J	Blue Herb
K	Handgun SG
L	VP-017
M	Iron Pipe
N	Red Herb
O	UMB No.3
P	Shotgun



B6F

A	Handgun Rounds
B	Handgun SG
C	Frozen Wrench
D	Valve Handle
E	Green Herb
F	First Aid Spray
G	Laboratory Sketch (Map)
H	Survival Knife
I	Blue Herb
J	Anti Virus
K	Shotgun
L	Iron Pipe



Single Play AIPC Call List:

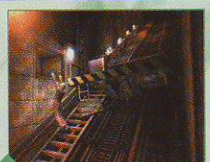
PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT*	UP
Kevin	George	Alyssa
Mark	George	Jim
Jim	George	Alyssa
George	Jim	Alyssa
David	George	Alyssa
Alyssa	George	Jim
Yoko	George	Alyssa
Cindy	George	Jim

*Characters in this column reappear on B6F after the Lift, while characters in the other column reappear on B7F.

Laboratory Lower Levels



1 *Confront Monica on the train platform.*



2 *Climb through the vent at the top of the Lift area.*



3 *If you land on B7F, find the two chemicals required for creating the V-Jolt. Administer the toxin to the overgrown plant in the Duct. Proceed to B6F and complete the objectives there.*

OBJECTIVES:



4 *If you land on B6F, procure the Frozen Wrench and thaw it in the sink of the B6F Break Room. Use the Wrench on the panel in the B6F Security Center to obtain the Valve Handle. Use this item to access the ladder in the center of the Security Center, climb down to B7F, and complete the objectives there.*

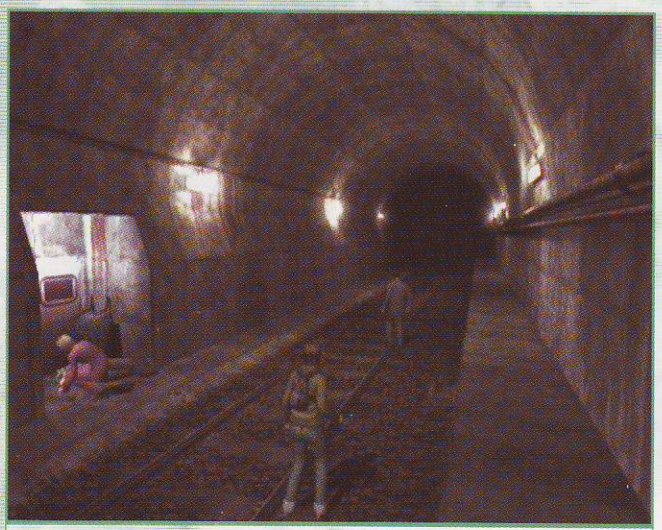


5 *After creating the V-Jolt on level B7F and procuring the Valve Handle on B6F, use the Valve Handle to raise the ladder on level B6F inside the Duct.*

WALKTHROUGH

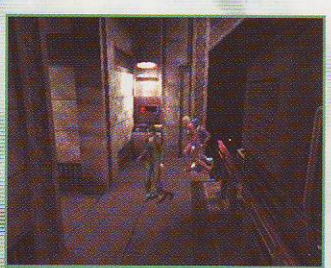
MONICA'S TANGLED WEB

The group begins the scenario trapped in an underground tunnel. In just a few seconds, a scene will automatically begin and the large shutter door opens. While waiting, grab the **Green Herb** in the alcove and the **Iron Pipe** lying on the rise to the left of the shutter doors.

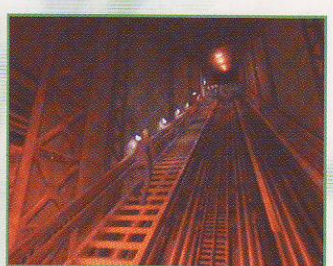


Scarf up the items in the tunnel while waiting for the action to begin.

After the shutter doors open, continue onward to find a train parked at a platform. Climb onto the raised ledge and move alongside the parked train until someone shoots at your feet. Pursuant to the next scene, continue alongside the train to its end and pick up a **Handgun SG**. Backtrack to the corridor and head north to the base of the Lift. Proceed up the long stairway to the top, and climb through the open vent in the shaft.



In Single Play, move past Yoko until someone fires a gun from off-screen.



Ascend the stairs in the Lift area, and pull yourself through the open vent.

THE CHARACTER-SORTING VENT

After climbing through the open vent in the Lift area, your player character lands on a different level depending on whom you are playing as. Upon arrival, check the map to determine which level you landed on. Continue the scenario by completing the tasks encountered on the level. At this point, you'll simply need to skip ahead in this walkthrough to the appropriate section and pick up from there.

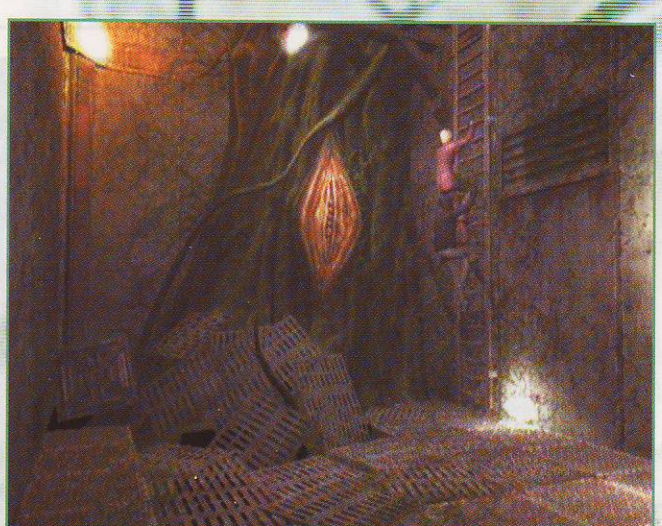
In Single Play mode, one AIPC ends up on the same level with you, and the other AIPC goes to the other level. For example, while playing as Alyssa, Jim lands on B7F with you, while George waits patiently for you on B6F. Perform the tasks necessary to proceed to the other level, and then you may reunite with your missing compatriot. Try not to tarry, because your solo companion is in danger of being killed if you take too long to reunite.

POSITIONS OF RESUMING GAMEPLAY

PLAYER CHARACTER	LOCATION
Kevin	B6F South Passway
Mark	B7F East Passway
Jim	B7F South Passway
George	B6F East Passway
David	B6F East Passway
Alyssa	B7F South Passway
Yoko	B7F East Passway
Cindy	B6F South Passway

B7F: CHEMISTRY

Player characters landing on B7F are charged with the task of finding two chemicals in separate locations and combining them to form the V-Jolt, a compound that will kill the overgrown plant blocking access to the ladder in the Duct. Then you may climb to level B6F and undertake the steps necessary to obtain the Valve Handle. Return to the Duct with the Valve Handle and use it to raise the emergency ladder to level B5F.



Player characters arriving on B7F face the challenge of weed whacking a giant plant blocking the escape route.

PROCURING THE VP-017

Player characters usually arrive in either one of the corridors on the B7F level. If you arrive in the East Passway, make your way to the large Experiment Room at the center of the map. Search the computer table at the north end of the Experiment Room to find the **Interoffice Memo**. The last page of this document contains a four-number pass code required to obtain the VP-017, one of two chemicals needed to mix the V-Jolt. The pass code is randomly decided, so it will be different each play-through.



Always grab the Interoffice Memo from the computer desk to find out today's pass code for the Chemical Storage room.



Check in the unseen gap behind the cabinets in the Experiment Room to find 45 Auto Rounds for Kevin's custom gun.



Search the computer monitor near the door leading to the South Passway to obtain the Laboratory Sketch, a map of the lab. The map can be obtained here or on B6F.

Head back through the East Passway to the Chemical Storage area. Be cautious of zombie encounters in this tiny area. Input the pass code listed in the Interoffice Memo at the computer in the northwest corner of the room to open the storage chamber. If you don't have the memo, the pass code is one of the three listed below. Try all three until you stumble across the right one. The center rack opens to reveal the **VP-017**.



Use the computer in the Chemical Storage room to close some of the storage racks and open others.

B7F CHEMICAL STORAGE CODES

0634	4509	9741

WARNING!
BEWARE OF EVIL YOKO!

In Single Play mode, you might spot Yoko either in the B7F Experiment Room or the B7F Chemical Storage room. Shoot her on sight, because she as transformed into a zombie!

PROCURING THE UMB NO.3

Follow the South Passway away from the Experiment Room, and then head east around the first corner. Follow this route to the end, where an **Iron Pipe** lies on the floor.



Be careful of zombies that might issue from the nearby Chemical Disposal Room.

Inside the Chemical Disposal Room, a **Red Herb** sits atop some drum barrels. Across from the barrels is the disposal chamber. The **UMB No.3** sits on the floor inside the chamber, and a zombie protects the chemical against intruders like you. Arm yourself and enter the chamber. Attack the zombie until it falls, then grab the UMB No.3 and run out.



Knock down the zombie inside the destroyed chamber, then grab the UMB No.3 and get out. Don't waste time trying to finish off the monster.

ADMINISTERING THE V-JOLT

Once the VP-017 and the UMB No.3 are obtained by you or by your team, trade items until one player character has both items in his or her inventory. Combine the two to create the **V-Jolt**. After stocking any other items or supplies you want from this level, head to the southern door in the South Passway and enter the Duct.

The Duct is a four-level room that stretches from B7F to B4F. Move to the large plant that is blocking access to the ladder and use the V-Jolt to kill it. This allows access to the B6F level. Once you complete the objectives on B6F, your team can proceed to the higher levels of the lab.



On the bottom level of the Duct is a wounded staff member who will give you a Shotgun. However, you must have a First Aid Spray handy and give it to the man in exchange.



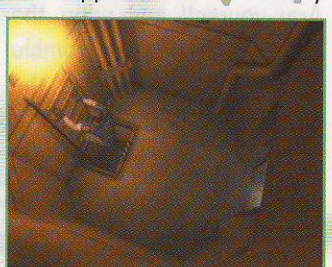
Stand in front of the giant plant and "Use" the V-Jolt. Climb the ladder to B6F.

DON'T PUNISH THE CHEMIST

In Network Play mode, keep in mind for the sake of etiquette that the player character mixing the V-Jolt is sacrificing two inventory spaces in order to make the mixture for the team. In the process, the player may give away or set aside items that he or she didn't intend to. Kindly return any equipment that this player may give you to "hold" while he or she mixes the V-Jolt for the sake of everyone.

B6F: MECHANICS

Player characters that climb through the vent in the Lift area and land on B6F find access to the upper levels blocked by an overgrown plant. Obtain the Valve Handle and use it to access the central chamber in the Security Center. Then set about gathering chemicals and creating the V-Jolt on the B7F level. Once the plant is exterminated, use the Valve Handle again to raise the emergency ladder to level B5F.



The goal on B6F is either to open access down to B7F, or to raise the ladder in the Duct, depending on how far you are into the scenario.

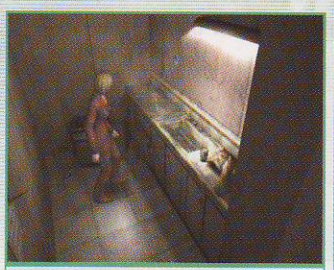
STANDARD VALVE HANDLE ACQUISITION

No matter which corridor on B6F you wind up in, your first task is always the same. Head for the South Passway of the level and obtain the **Frozen Wrench** from the southeast end. There is a zombie in this corridor that will rise and attack when the item is taken. Use the **Handgun SG**, also available in this corridor, to help you survive.



The Frozen Wrench allows you to obtain the Valve Handle without flinging yourself at the walls.

Lug the Frozen Wrench across the level to the Break Room on the east side of B6F. Thaw the tool in the hot water of the overflowing sink. Search the room for other items and then return to the Security Center.



Dunking the Frozen Wrench in the sink makes the item usable on the wall panel in the Security Center.

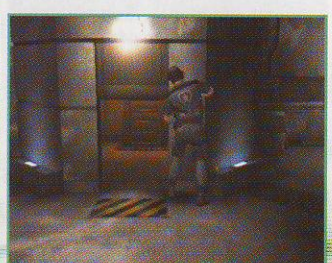


Only Alyssa, using her Picking Tool, can open the last locker in the row along the dividing wall of the Break Room. The locker contains a Shotgun.

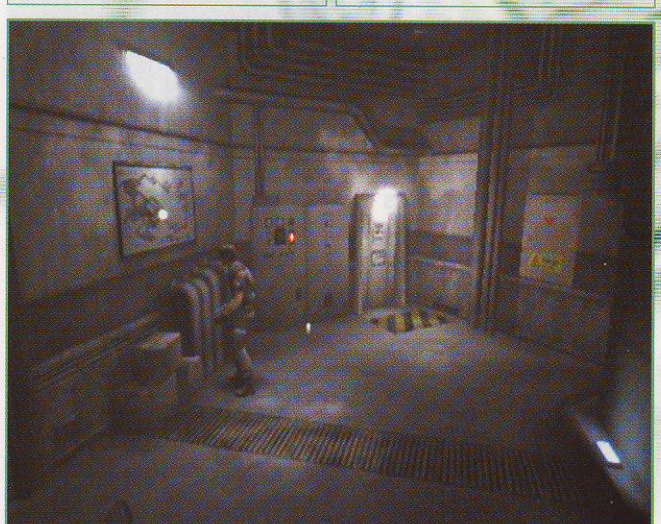
Use the thawed Wrench to open the wall panel near the south door in the Security Center. Behind the panel is the **Valve Handle**. The Valve Handle can be used to open the central door in the Security Center. This small chamber contains a box of **Handgun Rounds** and a ladder that may be used to access B7F below. If you've already completed the tasks on B7F and killed the giant plant, then return to the Duct and use the Valve Handle to access B5F.



Use the Wrench to open the wall panel and take the Valve Handle.



Use the Valve Handle to open the center door in the room.



The Laboratory Sketch can be found on the erasable marker board mounted on the northeast angled wall in the Security Center. The map can be obtained here or on B7F.

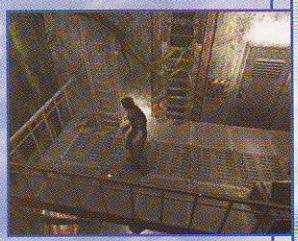
A LITTLE BRUTE FORCE SHORTENS THE TRIP



The wall panel in the Security Center can also be opened by the use of force. Shooting the panel or using a melee weapon will work faster. Shoulder butting against the panel will also accomplish the task after a short while. If you opt for this shortcut, don't forget to gather useful items and supplies from the rest of the B6F level!

STASHING THE VALVE HANDLE

In Network Play, the person who used the Valve Handle to open the hatch in the Security Center must continue to carry it while the other teammates collect the chemicals required to make the V-Jolt on B7F.



In Single Play mode, it will be extremely difficult to juggle the Valve Handle and the two V-Jolt chemicals, along with your required weapons and ammo. To avoid inventory problems, use the Valve Handle to open the door in the Security Center on B6F, and then head to the Duct at the south end of the same level. The platform sports a Typewriter, and a pack of **Handgun Rounds** lies on the platform near the ladder. Swap the Valve Handle for the bullets, leaving the Valve Handle on the platform near the ladder. This way, you'll find it extremely easy to lower the ladder from above once you've been to B7F and exterminated the overgrown plant.

WORK THAT VALVE HANDLE!

Be sure to use the Valve Handle to open the door in the Security Center even if you don't need to. This is worth extra points!

CHEATING AHEAD

By inputting pass codes into the console in the B6F Security Center, you can open two doors elsewhere in the lab. Before doing this, bear in mind that you will score higher by using the Lab Cardkey located in the B4F Turn Table room to open these doors instead.



The pass codes are randomly generated for each game, so try all of the codes for each door until it opens.

B5F COMPUTER ROOM CODES

A375	J126	C582

B4F PASSWAY OF EAST AREA SHUTTER DOOR CODES

B482	D580	A194

ACCESSING B5F

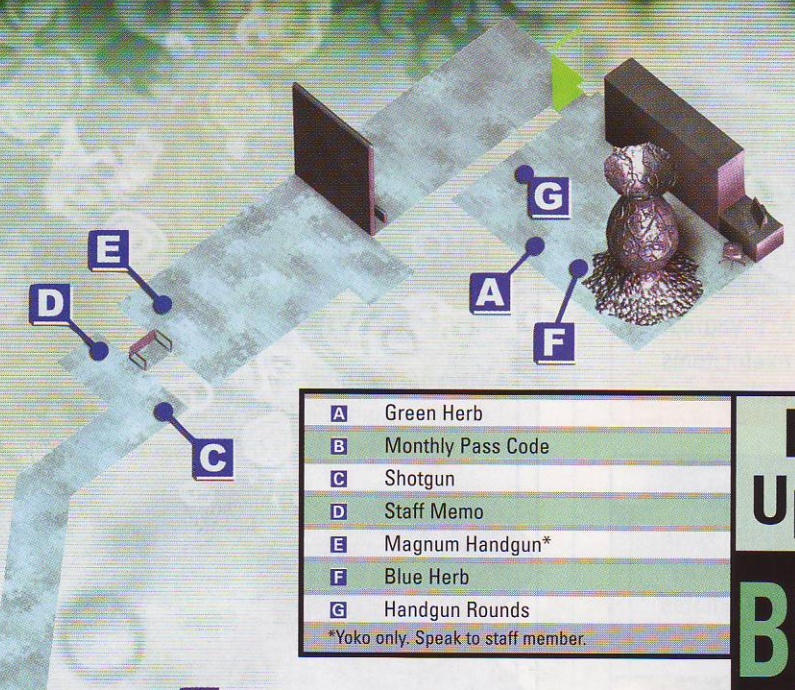
Once the oversized plant in the duct has been eradicated, use the Valve Handle to lower the ladder from above. You may then access the upper levels of the laboratory, and finally secure an escape route.



Moving on to the second half of the scenario...

Laboratory Upper Levels

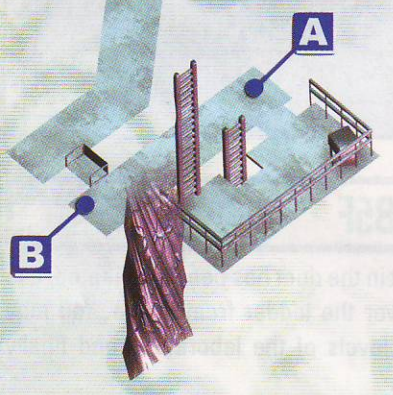
B5F



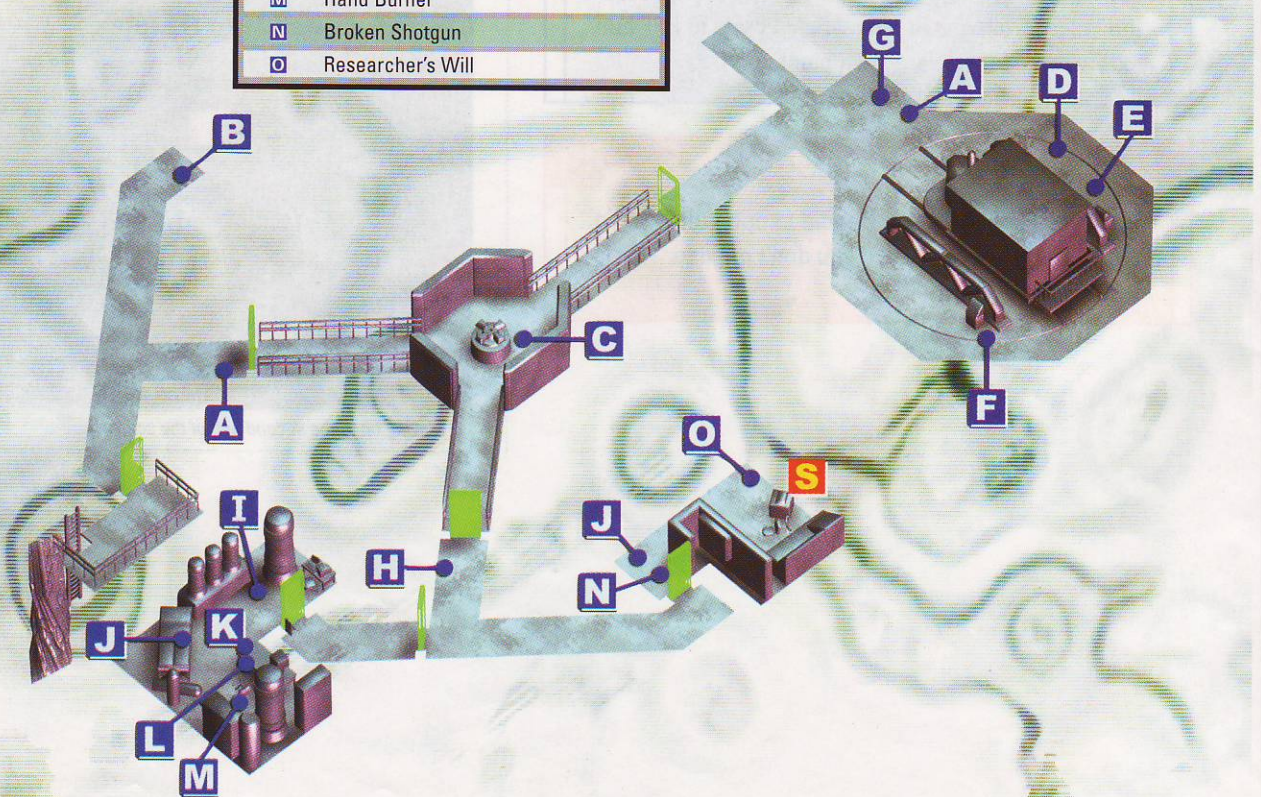
A	Green Herb
B	Monthly Pass Code
C	Shotgun
D	Staff Memo
E	Magnum Handgun*
F	Blue Herb
G	Handgun Rounds

*Yoko only. Speak to staff member.

B4F

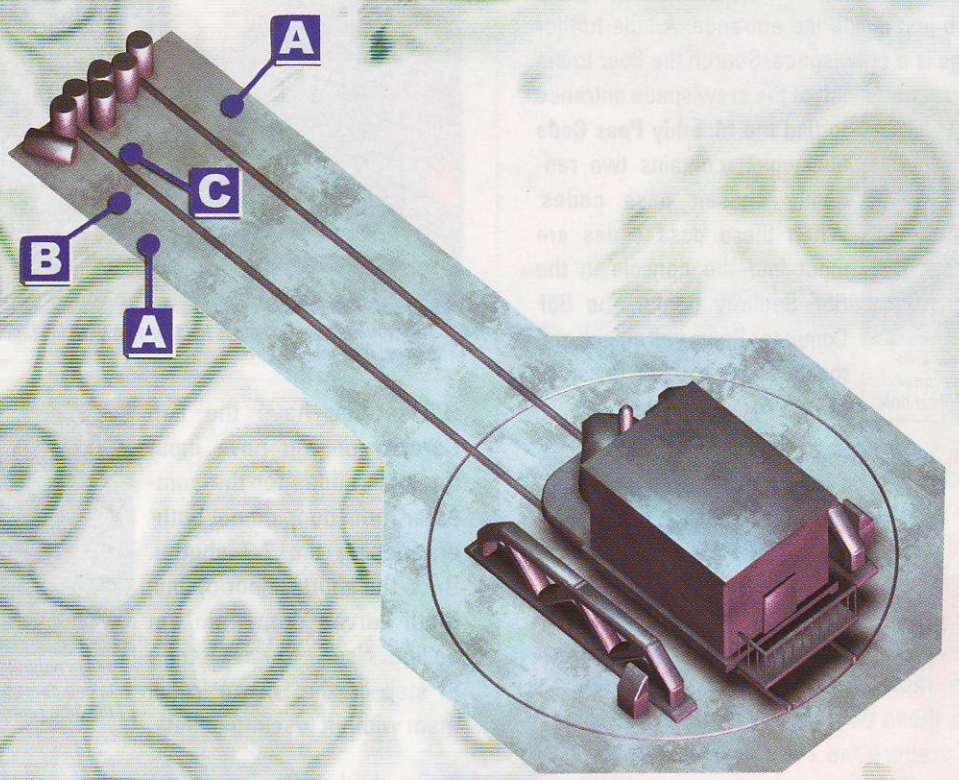


A	Handgun Rounds
B	Iron Pipe
C	Shotgun Rounds
D	Lab Cardkey
E	Turn Table Key
F	Blue Herb
G	Green Herb
H	Maintenance Worker's Diary
I	Yellow Chemical Bottle
J	First Aid Spray
K	Subject of Important Experiment
L	Grey Chemical Bottle
M	Hand Burner
N	Broken Shotgun
O	Researcher's Will



- A First Aid Spray
- B Shotgun Rounds
- C Handgun Rounds

MARSHALING YARD



Laboratory Upper Levels

OBJECTIVES:



1. Unlock the B5F Computer Room using either the pass code input terminal in the B6F Security Center or the Red Card Key found in the B4F Turn Table room.



2. Register as a "guest" at the computer console in the back of the B5F Computer Room.



3. Open the shutter door in the B4F Passway of East Area using either the pass code input terminal in the B6F Security Center or the Red Card Key found in the B4F Turn Table room.



4. Use the computer to the left of the door to unlock the B4F Culture Room.



5. Procure the Hand Burner in the B4F Culture Room.



6. Use the Hand Burner to thaw the lever of the ventilation system in the B4F Low Temperature Experiment Room.



7. Locate the Turn Table Key on the ground in the B4F Turn Table room, and use it to initiate the countdown sequence. Stay in the Turn Table room until the countdown elapses.



8. Defeat the G-Mutant to complete the scenario.

WALKTHROUGH

THE MONTHLY PASS CODE

Climb the ladder to B5F and enter the door on the platform. Collect the **Green Herb** just inside the entrance. A little further down the short passage is a crawlspace. Search the floor to the left of the crawlspace entrance to find the **Monthly Pass Code** file, which contains two randomly chosen pass codes. When these pass codes are input into the console in the B6F Security Center, the B5F Computer Room will unlock and the shutter in the B4F Passway of East Area will open.



In Normal mode and greater difficulty levels, a zombie researcher emerges from the ground level hole.

WARNING!
CONSIDER YOUR OPTIONS BEFORE PROCEEDING

The pass codes represent one of two possible methods to open these two areas. Another way to open them is to procure the Lab Cardkey from the Turn Table room on B4F, then swipe the card at the panel next to both locations. You will gain greater Completion Ratio and ranking points if you open the doors via use of the Lab Cardkey. Decide on one method or the other, and act accordingly.

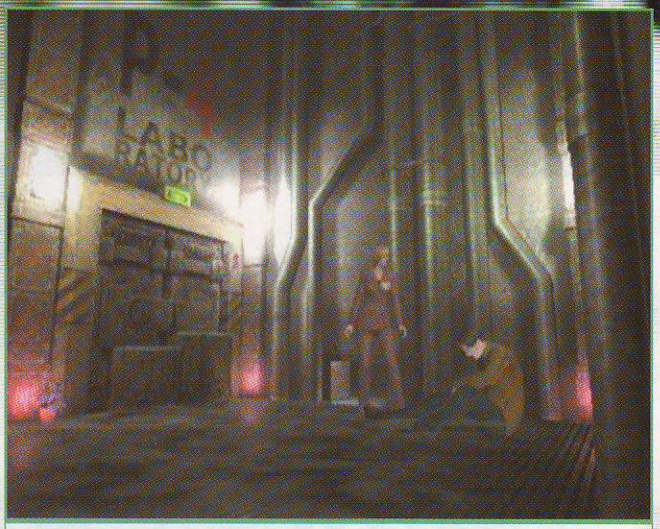
GUEST REGISTRATION

After inputting the codes or obtaining the Lab Cardkey, crawl through the floor vent into the B5F Emergency Passage. At the northeast corner of this narrow hall is a **Shotgun** guarded by a zombie. To the left of the north crawlspace entrance is the **Staff Memo** concerning registration in the computer room.



Take out the zombie from around the corner, shooting through the narrow gap.

Crawl into the Passway of Area B, where a young man is seated on the floor. If you are playing as Yoko, speak to this staff member to obtain a **Magnum Handgun**. In Easy difficulty level this weapon comes loaded with seven .50 caliber bullets, but in harder difficulties this weapon comes with fewer and fewer rounds. A **Blue Herb** sits on the floor across from the young man.



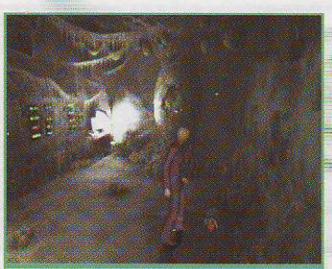
The wounded young man is holding a powerful weapon, but he will only entrust it to Yoko.

Unless you have the Lab Cardkey or you have input the pass codes for the computer room door, do not bother opening the 7-3 shutter. Once the shutter door opens, Moth Larvae drop from the ceiling. Use a Survival Knife or step on the Larvae to kill them without wasting bullets.



Move behind Moth Larvae to avoid taking damage, and quickly squash the little runts with your heel.

Swipe the Lab Cardkey at the panel near the door if needed, and then enter the Computer Room. A box of **Handgun Rounds** lies on the ground just a few feet inside the door to the left. A **Green Herb** and **Blue Herb** rest on the floor near the large cocoon. Use the computer in the back to register as a guest. This action allows you to access the B4F Culture Room at a later time.



If you are playing as Yoko, you can skip this step altogether.

WARNING!
DON'T TOUCH THE BLUE HERB!

Avoid taking the recovery items in the Computer Room unless you absolutely need them, because they may come in handy during a certain odd situation that might occur later.

YOKO'S ALREADY REGISTERED

If you are playing as Yoko, there is no need to register at the computer. You will be able to gain access to the Culture Room as soon as the shutter door is open. Yoko is the only character who can skip this task.

B4F'S FLUTTERING GUARDIAN

Climb the ladder in the Duct to the top level, and enter the door. At the north end of the Passway of West Area, an **Iron Pipe** lies on the ground. **Handgun Rounds** almost hide on the misty floor to the right of the exit door.



B4F is populated with frozen monsters. No worries at the moment, but later on...

Go through the door into the Main Shaft, where a Giant Moth flies freely in the open air chamber. Dash quickly into the safety of the central enclosed area, where you'll find some **Shotgun Rounds**. Otherwise, you may suffer damage and poisoning from the attacks of the Giant Moth. Killing the Giant Moth is a possibility, but due to the expense of ammunition involved, it is not worth the effort. The creature has far too much mobility in the immense shaft to allow for proper aiming. Whenever you must cross this area, run to the safety of the central enclosure, and then make haste to your destination when the route is clear.



Avoid poisoning from the Giant Moth's pollen by staying off the connecting bridges.



Wait inside the central area and shoot the Moth until it leaves the bridge that you want to travel.

FOLLOW THE LIGHTS

For ease of navigation, there are lights over the doorways inside the enclosed central area of the shaft. The white-lit platform leads to the Turn Table, the red-lit walkway leads to the West Area passage, and the blue-lit passage leads to the East Area and the Low Temperature Experiment Room.

GIANT MOTH ABDUCTIONS!



When a single player character crosses through the Main Shaft area, there is a possibility of triggering a rare event where the Giant Moth carries off the person. The player character that is abducted is taken to the B5F Computer Room and temporarily imprisoned in a cocoon. By rapidly pressing the D-pad or moving the Left Analog Stick, the player character can break free. However, POISON status will be inflicted on the character. There is a **Blue Herb** available in the B5F Computer Room for just this reason.

Triggering this rare event adds an additional item to the Event Checklist, and that means extra points for all players. The conditions for the occurrence of this event are different for Network Play and Single Play modes. Additionally, in Single Play mode it is possible for an AIPC to be abducted by the Giant Moth using the Single Play Conditions listed below:



NETWORK MODE CONDITIONS OF OCCURRENCE: GIANT MOTH ATTACK

- *The event itself has not occurred already (only occurs once).*
- *The Giant Moth is not dead.*
- *Demo event, "Use handy burner" has not yet occurred.*
- *The Lab Cardkey was used to unlock the B5F Computer Room door. A randomly chosen amount of time begins to elapse.*
- *A player character is in the Main Shaft area when the fixed time elapses.*
- *The first player character that entered the Main Shaft before time elapsed is the one carried off.*
- *The time that elapses is chosen randomly at the start of the scenario from the following variables: 1, 3, 3, 4, 5, 6, 6 and 7 minutes. There is an equal chance that the time will be 3 minutes, 6 minutes, or one of the other four variables.*

SINGLE PLAY MODE CONDITIONS OF OCCURRENCE: GIANT MOTH ATTACK

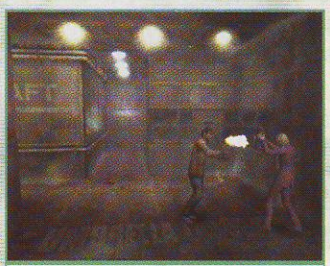
- *The event itself has not occurred already (only occurs once).*
- *The Giant Moth is not dead.*
- *Demo event, "Use handy burner" has not yet occurred.*
- *After completing the fingerprint registration in the B5F Computer Room, reach the Main Shaft before 2 minutes elapses. If you are still in the Main Shaft when the time expires, the event occurs.*
- *When the 2-minute time elapses, if the player character is inside the B5F Computer Room and meanwhile an AIPC is in either the B4F "Turn Table," "Main Shaft," "B4F Passway of East Area," or "B4F Low Temperature Experiment Room," then the Moth carries the AIPC back to the Computer Room.*
- *A player character will be in poison condition following this event. An AIPC will not be poisoned.*

FORCING THE AIPC ABDUCTION

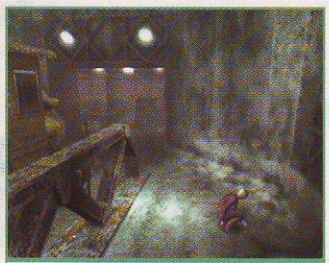
The possibility of an AIPC triggering this event will be greater if you leave an AIPC in the Main Shaft, fighting the Giant Moth, while you run back to the B5F Computer Room and register your fingerprint. Waste time in the room for 2 minutes afterward, and there is a greater possibility the abduction event will occur.

THE FROZEN TURN TABLE

From the Main Shaft, head along the path lit by white lights to the Turn Table room. A few zombies wait to greet your group here, and there is a **Green Herb** and **Handgun Rounds** near the claw-marked door. On the south side of the locomotive engine is a **Blue Herb**, handy in case the Giant Moth in the shaft poisons anyone. On the north side of the train car is the **Lab Cardkey**, which opens the doors to the B4F Culture Room as well as the B5F Computer Room.



Move into the narrow sections of the Turn Table room to avoid being surrounded.



In terms of Event Checklist completion and points earned, using the Lab Cardkey is worth more than using the codes.

DON'T BURDEN YOURSELF WITH THE TURN TABLE KEY

On the floor near the northeast control panel is the Turn Table Key. However, the item is useless until you thaw out B4F from the Low Temperature Experiment Room. Leave the key on the floor for now, and return to this room once you've accomplished the other objectives.

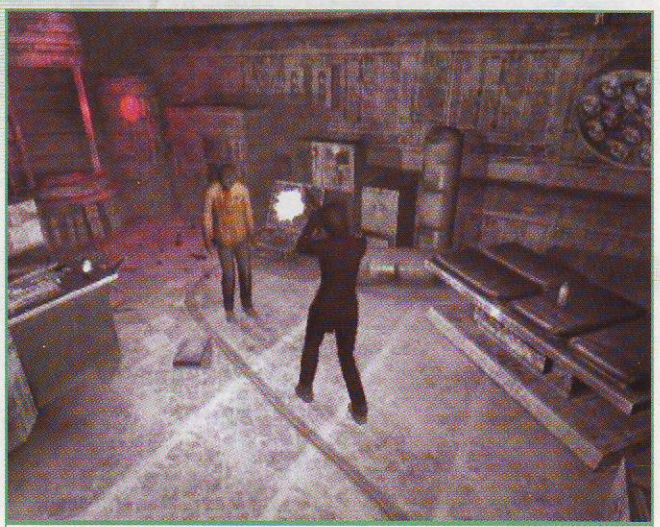
THAWING OUT B4F

Return to the Main Shaft and follow the blue-lit path to the East Area. Just inside the door on the left you'll find the **Maintenance Worker's Diary**. If you used the pass codes, the nearby shutter door should already be open. If not, use the Lab Cardkey on the panel to open the shutter. If you registered in the B5F Computer Room, use the console to unlock the door to the Culture Room. Yoko can skip the step of registering in the B5F Computer Room and open the door merely by accessing the console here.



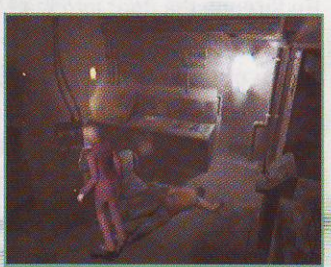
You must be registered in the system to unlock the door from this console.

Any player characters that do not yet have a Shotgun should pick up the **Grey Chemical Bottle** or **Yellow Chemical Bottle** found in this room. Check the west edge of the desk around the corner from the entrance to find the **Subject of Important Experiment** file. The **Hand Burner** lies on the ground beyond a corpse. The zombie will rise and attack just a short time after the room is entered.



Wait until the zombie playing possum on the floor rises before going for the Hand Burner. This way, the creature is less likely to corner you.

Exit the Culture Room and head to the door at the opposite end of the East Area Passway. Move to the northeast portion of the room and use the Hand Burner to thaw the technician's hand, which is frozen to the lever that controls the ventilation system.



Raising the temperature in B4F opens the escape route, but additional dangers also result.

The items in the Low Temperature Experiment Room will be more visible once the Hand Burner is used. There is a Typewriter here if you need to stop playing. Don't miss the **Researcher's Will** dropped in the northwest corner of the room. Just inside the door to your character's right is a **Broken Shotgun**. David can get this weapon working again if he is a player character.



To make the Broken Shotgun useable, David must combine it with his Junk Parts. No David, no shotgun—sorry.

DEFROSTED HUNTERS

Throughout the stage, you've probably noticed the presence of frozen humanoid monsters in various corridors. Now that the level is being thawed out, the Hunters will break free of their icy confinement and attack!



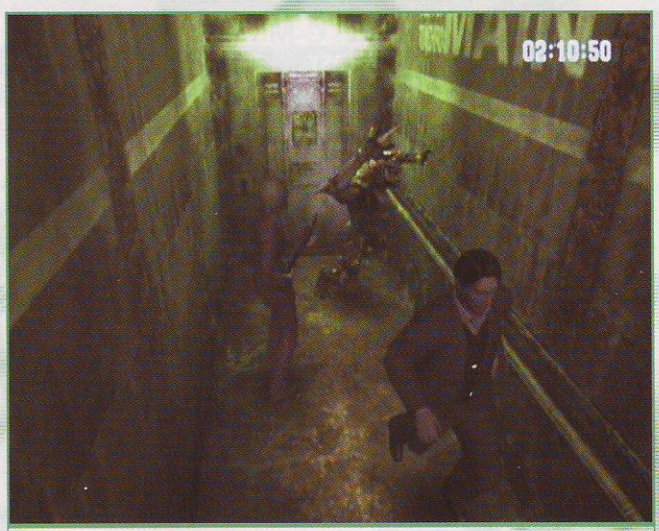
Hunters attack swiftly and cause immense damage with their claws, so it is better to avoid conflict with them if possible. Additionally, if you aim a weapon at a Hunter at the wrong time, the creature might break your weapon with a claw swipe! David can fix any broken weapons using the Junk Parts in his Tool Tray, but if he's not around you might find yourself in a real fix. If there's no other choice, blast a Hunter to the ground with a Shotgun and then try to escape before it rises. Throwing chemical bottles at Hunters is another good way to defeat them where necessary.



While you wait for the countdown to finish in the Turn Table room, Zombies and Hunters will enter the room continuously. To conserve ammo and health, hide yourself by climbing onto the rear platform of the locomotive. The enemies will not find you there.



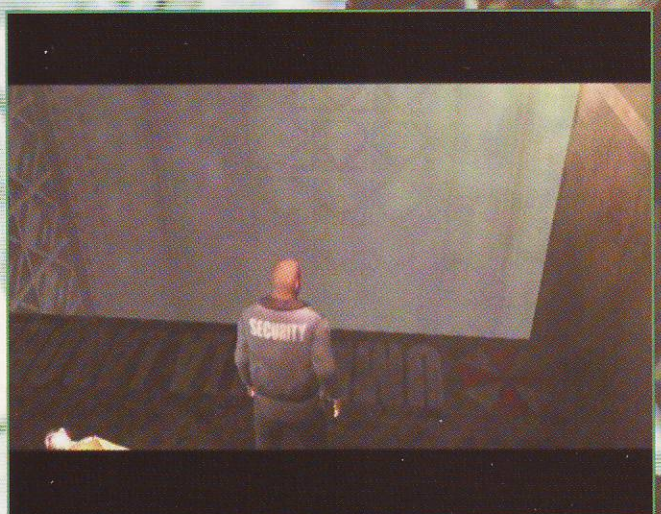
In Single Play mode, your AIPCs will not likely climb onto the rear platform of the locomotive with you.



In Single Play mode, you must protect your allies. Stand near the Turn Table entrance and blast monsters that enter the room.

ESCAPE TO THE SURFACE

A few seconds after the Hand Burner is used, a cinema depicts the Turn Table Room in a state of thaw. Once this occurs, go back to the room with the locomotive, pick up the **Turn Table Key** from the floor in the northern section and use it at the control panel on the north side of the room. Wait in this room for 3 minutes for the turn table to rise. If you are somewhere else in the level and your teammate starts this sequence, run directly to the Turn Table room as fast as you can. If you don't make it in time, your character dies.



Left behind to die. Since missing the Turn Table rise is an item of the Event Checklist, this death must be accomplished at least once to gain the full Completion Ratio for the scenario.

G-MUTANT

Physical Strength Points: G-Mutant Adult	
Network Easy	5300-5600
Network Normal	7800
Network Hard	8800
Network Very Hard	9900
Single Play Easy	4000
Single Play Normal	5000
Single Play Hard	5500
Single Play Very Hard	6000

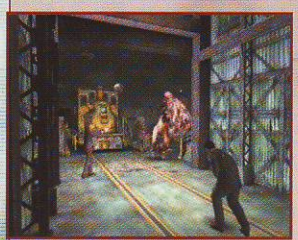
Power of Attacks: G-Mutant Adult				
ATTACK	EASY	NORM	HARD	V.HARD
Egg Explosion (Radius)	80-110	90-130	100-150	110-170
Bash n' Thrash Attack	300	500	600	700

Physical Strength Points: G-Mutant Embryo (Net or Single)	
Easy	20-40
Normal	60-80
Hard	80-100
Very Hard	120-200

Power of Attacks: G-Mutant Embryo				
ATTACK	EASY	NORM	HARD	V.HARD
Flying Attack, Shock	30-70	80-100	90-110	100-140



The G-Mutant can be defeated with virtually any weapons, but you can also use the locomotive to crush the monster when it is on the tracks. After arriving at the Marshaling Yard, get a head start by running toward the enclosed portion of the area. Soon, an event depicts the G-Mutant entering the yard. After this event, continue running into the enclosed area, where numerous supplies are provided to aid in the battle. You'll find **2 First Aid Sprays**, **Handgun Rounds**, and **Shotgun Rounds**.



Stand in the center of the enclosed area and blast at the G-Mutant from a distance. The idea is to lure the monster in front of the locomotive, onto the tracks. Small embryos drop from the giant mutant, and they will attach themselves to your character, causing several hits of damage. Although these creatures are easy to step on and squash, it is not wise to try and holster your weapon during this intense battle. Blast one or more of these creatures as they scuttle up to your feet, and return to firing at the G-Mutant as soon as possible.



When the G-Mutant starts moving onto the tracks in front of the locomotive, navigate around it. Move in a wide circle to avoid its arm swing attacks. Run to the end of the south side of the locomotive, and use the control panel to launch the locomotive. The train car rolls forward and knocks the G-Mutant to the ground, causing immense damage to the monster.

However, just one of these attacks is not enough to win the battle. Once used, the locomotive takes about one full minute to reset. If you flip the switch in advance, the locomotive will move again as soon as it's ready. After flipping the switch, run back into the enclosed area and bait the G-Mutant into staying on the tracks. If you run out of ammunition, just keep running around the creature in a circle and try to avoid attacks from its embryos. Do not attack the monster with melee weapons or tackle attacks, because you may take damage when the eggs on its backside explode. When the locomotive starts to move forward again, run to the side of the oncoming car and allow the G-Mutant to take the full brunt of the blow. Avoid being hit by the locomotive, or your character will suffer massive, nearly fatal damage. Repeat this strategy until the monstrosity falls. To complete the scenario with a "No Weapon" bonus, only use the locomotive to defeat the G-Mutant.



"BELOW FREEZING POINT" COMPLETE EVENT CHECKLIST

CHECKLIST ITEMS	RANK POINTS
☐ Unlocked the locker with a lockpick.	30
☐ Thawed frozen wrench.	20
☐ Used wrench to open panel.	20
☐ Used valve handle to open door to B7F.	10
☐ Watched demo "Use V-JOLT on B7F."	20
☐ Watched demo "Use V-JOLT on B6F."	40
☐ Watched demo "Monica runs off."	10
☐ Watched demo "Giant moth attack."	40
☐ Watched demo "Deserted in the computer room."	50
☐ Opened the computer room door with a card key.	20
☐ Opened the shutter with a card key.	20
☐ Watched demo "Use handy burner."	20
☐ Used key to activate the turn table.	20
☐ Watched demo "Dying before arriving in time."	40
☐ Watched demo "Turn table goes up."	20
☐ Moved locomotive.	30
☐ Watched demo "Defeated mutated G."	20
☐ Received item from office bearer 1.	30
☐ Received item from office bearer 2.	50
☐ Obtained a map.	20
☐ Obtained "Subject of Important Experiment."	30
☐ Obtained "Researcher's Will."	30
☐ Obtained "Staff Memo."	20
☐ Obtained "Interoffice Memo.	20
☐ Obtained "Laboratory Memo."	30
☐ Obtained "Monthly Pass Code."	20
☐ Obtained "Maintenance Worker's Diary."	30

EVENT CHECKLIST POINTERS

V-JOLT USE

The V-Jolt can be applied to the overgrown plant in the Duct from either the bottom B7F level or from the platform at the B6F level. Therefore, during one play-through as a character that drops to B6F from the Lift area (Kevin, George, David or Cindy), return to B6F via the ladder in the Security Room and apply the V-Jolt to the plant in the Duct from the B6F platform. The cinema where the plant dies is different.



"DYING BEFORE ARRIVING IN TIME"

Once the Turn Table Key is successfully used to engage the escape sequence, you must make it to the Turn Table Room on B4F before three minutes elapses. If you do not make it in time, a special scene occurs and your character dies. You must accomplish this death at least once to acquire all 100% of the Completion Ratio for "Below Freezing Point."

NOTES FOR HARD MODE AND VERY HARD MODES

Though key item procurement is exactly the same, there are fewer weapons and supplies to obtain. Zombies continually barge into certain rooms as long as you remain there, including key locations such as the B7F Chemical Storage, the B6F Break Room, and the B7F Chemical Disposal Room. Frozen Hunters will break free of their icy confinement sooner, even before you have used the Hand Burner to thaw the lever in the Low Temperature Experiment Room. A Licker appears in the B5F Passway of Area C. The creature is permanent, and may revive several times.

The G-Mutant is harder to kill. In Network Mode, up to five locomotive collisions may be required to defeat it without the use of a weapon. In Very Hard mode, the locomotive does even less damage per attack, rendering this method of attack almost useless.

"BELOW FREEZING POINT" CLEAR TIME RANKING

RANK	SINGLE	NETWORK (DVD)	NETWORK (HDD)
S	00:00+	00:00+	00:00+
A	20:00+	18:00+	16:00+
B	25:00+	25:00+	22:00+
C	30:00+	33:00+	29:00+
D	40:00+	47:00+	40:00+
E	55:00+	68:00+	58:00+

THE HIVE

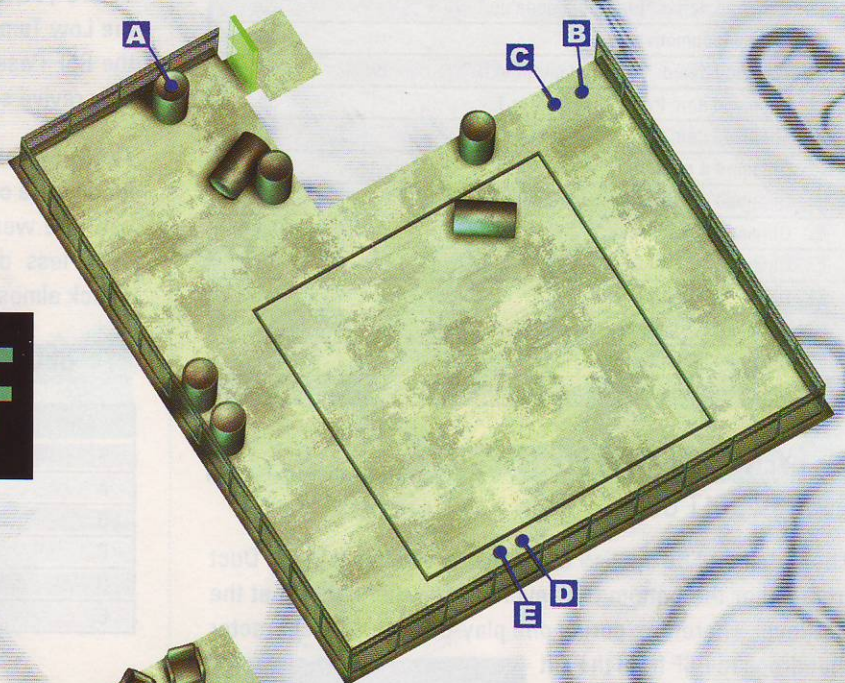
NORMAL DIFFICULTY

Raccoon Hospital, Main Level Maps

ROOFTOP

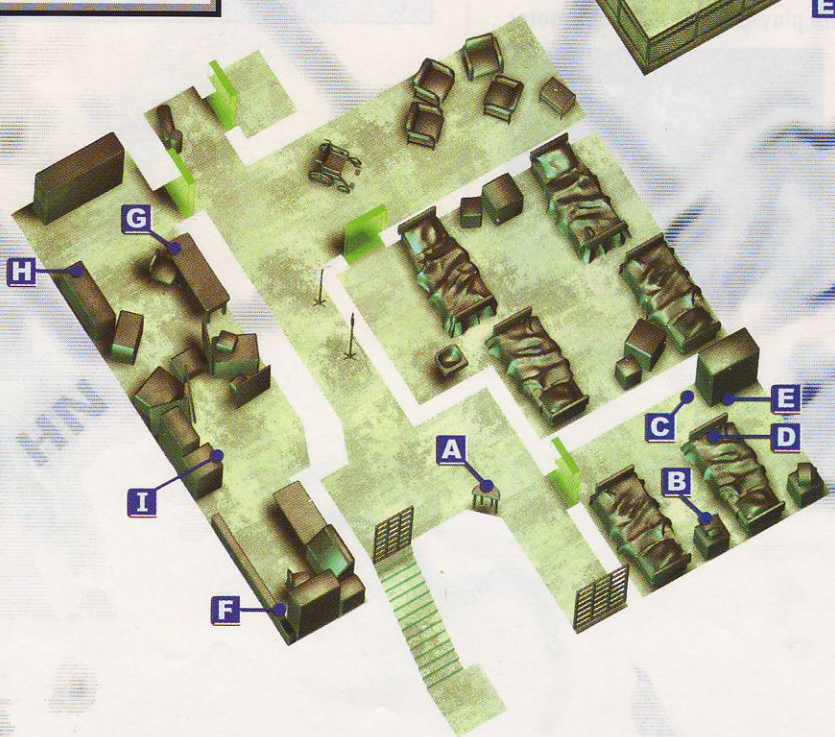
A	Handgun Rounds
B	Handgun Rounds*
C	Sub Machinegun*
D	Green Herb
E	Red Herb

*Cindy or Kevin only.



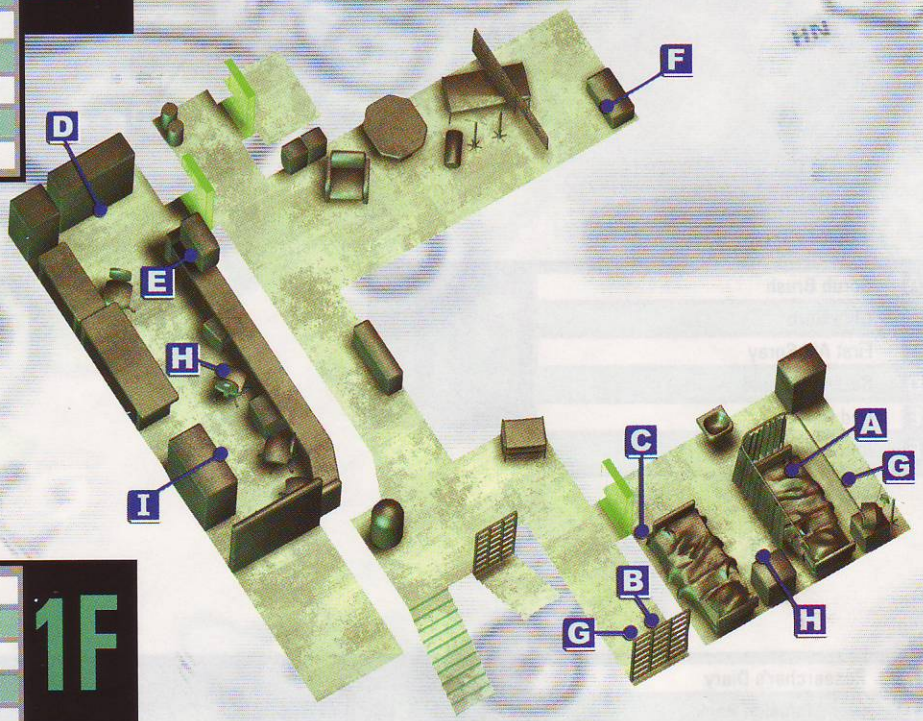
3F

A	Green Herb
B	Stick
C	Crutch
D	Male Nurse's Diary
E	Handgun
F	First Aid Spray
G	Repair Work Memo
H	Hospital Sketch (Map)
I	Blood Infusion Pack x2



2F

A	Chopper
B	Blue Herb
C	Crutch
D	Handgun
E	Chemical Code Message
F	First Aid Spray
G	Green Herb
H	Handgun Bullets
I	Blood Infusion Pack x3

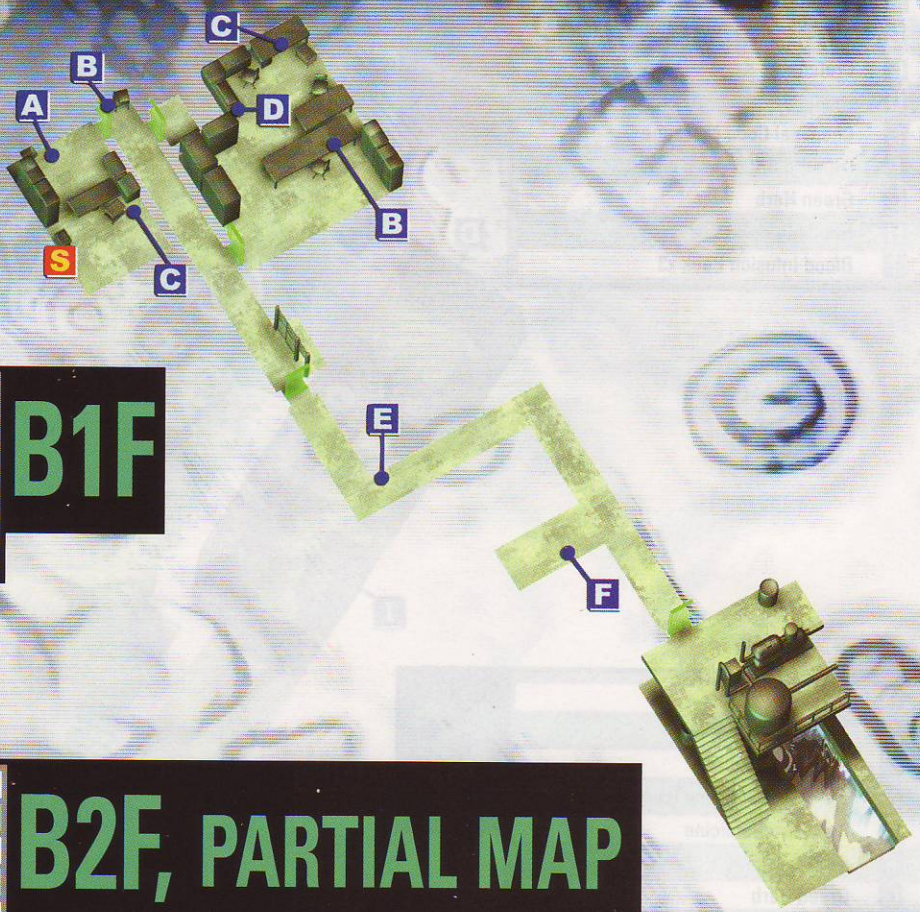


1F

A	Anti Virus (Large)
B	Blue Herb
C	Handgun Rounds
D	Recovery Medicine (Large)
E	Recovery Medicine
F	First Aid Spray
G	Green Herb
H	Part of Memo
I	Scrub Brush
J	Red Herb
K	Iron Pipe
L	Burst Handgun
M	Handgun Magazine*
N	Card Key Level 1
O	Hemostat
P	Recovery Medicine Base x4**
Q	Security Guard Manual***

*Can be obtained only if Alyssa uses her Picking Tools on locker.
**George only.
***Mark only.





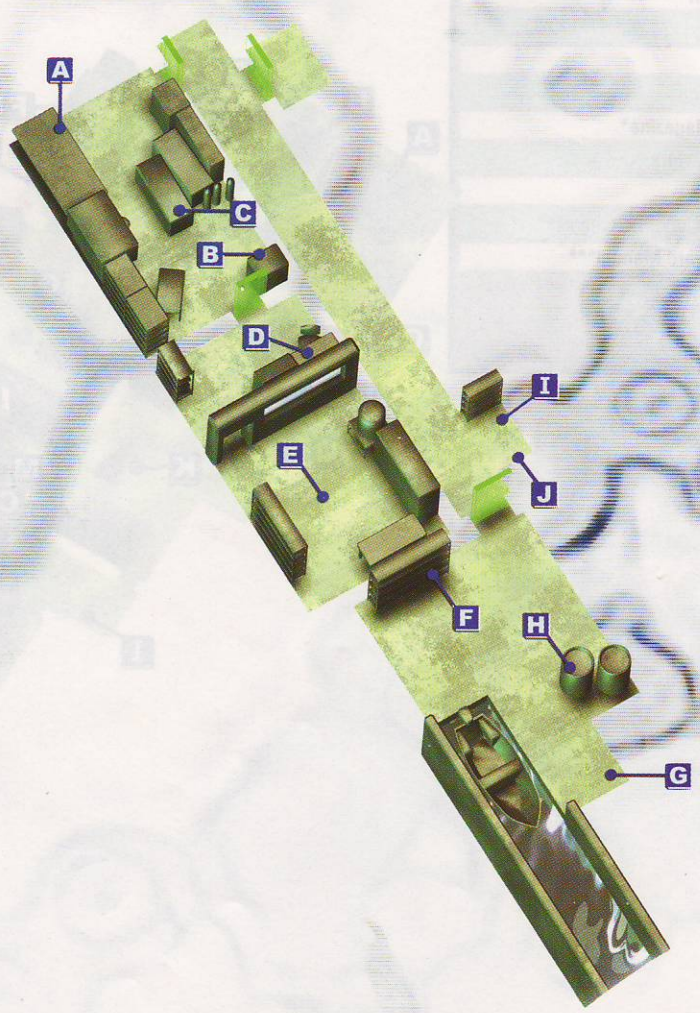
B1F

A	Scrub Brush
B	Blue Herb
C	First Aid Spray
D	Setting Manual
E	Red Herb
F	Iron Pipe

B2F, PARTIAL MAP

A	Researcher's Diary
B	Blood Infusion Pack
C	Investigation Request
D	Hemostat
E	Card Key Level 2*
F	First Aid Spray
G	Green Herb
H	Handgun Rounds
I	Crutch
J	Card Memo

*Dropped by Leech Man, defeated inside Fixed Temperature Room.



Single Play AIPC Call List

PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT	UP
Kevin	George	Jim
Mark	Cindy	George
Jim	George	Cindy
George	Jim	Cindy
David	Cindy	Jim
Alyssa	George	Cindy
Yoko	Jim	Cindy
Cindy	Jim	George

Raccoon Hospital (List 1 of 2)

OBJECTIVES:



1 *Procure the Handgun from the locker in Room 302.*



2 *Approach the barricade in the Nurse Center, and Hursh will reconnect the power supply.*



3 *Ride the elevator to 1F.*



4 *Obtain the Part of Memo file in the Office, which contains the Carmine Code modifier.*



5 *Ride the elevator to B1F.*



6 *Kill the Leeches on the elevator control panel in the EV Control Room, and enter the pass codes to enable the elevator for floors B2F and the Rooftop.*



7 *Ride the elevator to B2F.*



8 *Enter the Fixed Temperature Experiment Room and wait until the Leech Man appears.*



9 *Use a Blood Infusion Pack to bait the Leech Man into the temperature-controlled chamber.*



10 *Raise the temperature to kill the Leech Man.*



11 *Lower the temperature and obtain the Card Key Level 2 from the dead corpse in the temperature-controlled chamber.*



12 *Use the Card Key Level 2 to unlock the south door in the B2F Passway.*



13 *Obtain the Card Key Level 1 from the desk in the Examination Room on 1F.*

WALKTHROUGH

ENTER THE LEECH MAN

The scenario begins with all of the player characters gathered in Room 301 of the Raccoon Hospital. Between the two beds on the south wall is a nurse's call button. Press the button to gain a few extra ranking points, even though you're just out of the starting gate. Head toward the door of the room until a doctor named Hursh enters. Once the doctor leaves, follow him to the hallway.



Press the nurse call button for a few Completion Ratio points.



Hursh is one nervous cat.

Walk south in the 3F Passway, and collect the **Green Herb** on the plant stand to the left of the sealed stairwell. Enter Room 302 and open the drawer between the beds to find a **Stick**. At the foot of the east bed is the **Male Nurse's Diary**. This type of file is a physical object that takes up an item space. However, once you've taken the diary, its contents are added to your File menu and you no longer have to keep the object.



Procurement of the Male Nurse's Diary is an item on your Event Checklist, so be sure to pick up this and all files each time you play the scenario.

A **Crutch** stands beside the lockers in the northeast corner of the room. Take this melee weapon and equip it, because it will be needed shortly. Open the locker and collect the **Handgun** located inside. Taking the Handgun triggers the appearance of the Leech Man. Swing the Crutch to bash the Leech Man out of your path, and try to slip out of the room while the creature staggers backward.



Don't try to kill the Leech Man. Strike it with a melee weapon to cause it to stagger, and then escape from the room.

THE LEECH MAN PROBLEM

The Leech Man is a horrific creature that will follow you from room to room, using the air ducts in the hospital for transport. If you remain in any room for too long, the Leech Man will drop out of the ventilation system and attack. The loud clatter of a metal vent cover hitting the floor signals the monster's entrance.



The Leech Man's extended-arm attacks can send a character into BLEED status immediately. If your character is bleeding, the Leech Man will follow the trail of blood left on the floor in your wake. If a player character or AIPC is bleeding, the Leech Man will ignore all others and chase after the bleeding person.



CUTTING TO THE CHASE

In this walkthrough, we will describe how to defeat the Leech Man quickly without using weapons. The method involves proceeding to the Fixed Temperature Experiment Room on level B2F as quickly as possible. Your goal is to destroy the creature in extreme heat. In the process of following this walkthrough, we will skip a step or two that a player might normally take without the benefit of a strategy guide.

ELEVATOR POWER

After triggering the appearance of the Leech Man in Room 302, enter the Nurse Center across from the inoperative elevator at the north end of the 3F Passway. The **Repair Work Memo** is on the desk near the door, and the **Hospital Interior Sketch** is in the sink by the window. Memorize this sketch to obtain a map of the hospital.



If you are playing as George in Single Play mode, there is no map to obtain because George is already familiar with the hospital.



Poor Hursh. Like most NPCs in Resident Evil, he fulfills his life's purpose and then meets with a nasty fate.

Move toward the barricade erected across the center of the room to trigger a scene involving Hursh. During the scene, the doctor restores power to the hospital elevator. You now have access to levels 1F through 3F, and level B1F.

USING BLOOD PACKS

After the scene, a zombie nurse comes to life near the entrance. Once her concerns are answered, climb over the barricade and proceed into the south half of the room. Be careful of a Leech in the south area, which will leap up to attack your character. Leeches infected with the T-Virus can inflict BLEED status with only one attack, so either steer clear of these slow little creatures or squash them underfoot by stomping them. A **First Aid Spray** sits on the windowsill near the southwest corner of the room.



Kill Small Leeches by performing a low unarmed attack against them.

Find the blood temperature regulation device on the west wall in the south part of the nurse center, and open the drawer. Take one or both of the **2 Blood Infusion Packs** in the blood regulator. Whenever you "Place" a Blood Infusion Pack, your character will spill a small puddle of blood on the floor. If the Leech Man is present in the room, the creature will become distracted by the blood and ignore all player characters or AIPCs in the room. The Leech Man will bend down to the floor and lap up the blood for a full minute. Thus, the Blood Infusion Packs can be used to distract the Leech Man while you grab any items or supplies from the room, complete any objectives, and escape. However, once the Leech Man has lapped up all the blood on the floor, he will resume chasing you and your partners.



Blood Infusion Packs provide your only real defense against the horror of the Leech Man.

WARNING!
CHERISH THOSE BLOOD PACKS!

Carry at least one Blood Infusion Pack at all times until the Leech Man dilemma is resolved, and use it only in emergencies. If possible, grab only one Blood Infusion Pack from the Nurse Center and try not to use it until you reach the EV Control Room on B1F. Be mindful that there are only 6 Blood Infusion Packs available in the hospital. If you use them all before luring the Leech Man into the B2F Fixed Temperature Experiment Room, you won't be able to finish the scenario!

DETERMINING THE CARMINE CODE

Now that the elevator works again, you may ride to some, but not all, of the hospital's levels. In order to access all the levels, including B2F where the Fixed Temperature Experiment Room is located, you must determine the security codes for the elevator. The security code that enables the Rooftop level is always the same code. However, the security code for level B2F is randomly chosen from three four-digit numbers.

To determine what today's code is, ride the elevator to level 1F. Search the Doctor Station for a **Blue Herb** near the exit, an **Anti Virus (Large)** on the central desk, and **Handgun Rounds** in the open locker at the top of the room. Deal with the doctor zombie in this room as best you can, then exit to the Office.



Blast your way through the Doctor Station to reach the Office next door.

There is a file titled **"Part of Memo"** on the northeast corner of the central table in the Office, near the entrance from the Doctor's Station. This is a fragment of the full document regarding the "red chemical code," also known as the "Carmine Code." The other portion of the document is located in the Nurse Station on 2F. However, you only need the Part of Memo file in order to proceed. The Part of Memo file contains a modifier for the Carmine Code, randomly **+2345**, **+4105**, or **+7001**. This number must be added to the Carmine Code to determine the security pass code that enables the elevator to travel to B2F. For the purposes of eradicating the Leech Man more quickly and directly, we can tell you that the Carmine Code is **1210**. Add the modifier to 1210, and you've determined the elevator pass code for the day.



The Part of Memo (located where the character is standing) is a file essential to determining the elevator security code.

While in the Office, be careful of unseen Leeches crawling on the ground in the north and south sides of the room. Due to the camera angles, the Leeches cannot be seen because of the central table. If you feel confident enough to brave the blood-suckers, search the room for items. There are two drawers on the north wall. Anyone can open the right-hand drawer to find a **Recovery Medicine.** But only Alyssa with her Picking Tool can open the left-hand drawer to obtain a **Recovery Medicine (Large)**. A **First Aid Spray** sits on top of the south file cabinets, and a **Scrub Brush** stands beside the south exit.



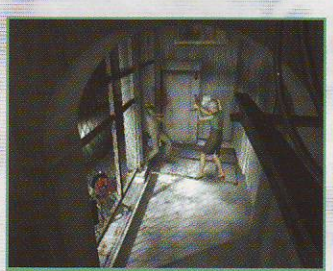
Only Alyssa can open the locked drawer on the north wall.



Additional recovery items are in the Hall beyond the Office, in case they are needed.

ENABLING ROOFTOP AND B2F ACCESS

Ride the elevator from the Doctor Station down to B1F. The door across from the elevator leads to the Reposing Room, where you may use a Typewriter to pause your game in Single Play mode. A **Scrub Brush** lies on the ground near the sink, and a **First Aid Spray** is hidden behind the cart on the south side of the coroner's table.



*A **Blue Herb** sits on the cart at the north end of the B1F Passway. The door at the south end requires the Card Key Level 1 to open.*

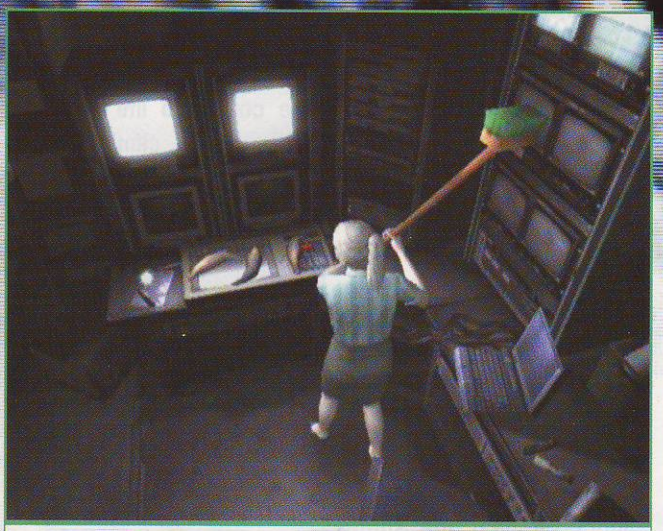


*A **Scrub Brush** lies on the floor just out of view near this sink in the Reposing Room.*

Once you've obtained all the items you desire, enter the middle door in the B1F Passway. Move to the control panel in the EV Control Room and knock the Leeches off of the panel. The best method is to sweep them all off in a single stroke using a Scrub Brush. By the time you remove the Leeches from the panel, the Leech Man may enter the room. If so, move away from the control panel and drop a Blood Infusion Pack on the floor to distract him. Then quickly return to the panel and input the codes.

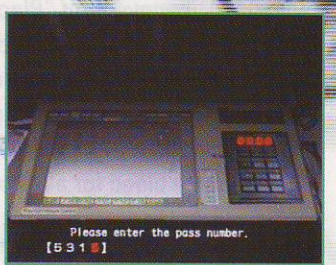


Bring a Blood Infusion Pack to the EV Control Room; the Leech Man appears in this room very quickly and makes it nearly impossible to input the elevator codes.



Use a Scrub Brush to knock all the Leeches off the control console with a single sweep.

Due to the random choice of code modifier every time this scenario is played, the code will be one of the three listed below. You may also enter the code **0930** to gain elevator access to the Rooftop. If you've finished inputting the codes and the Leech Man is still distracted by spilled blood, then pick up the **Setting Manual** next to the control panel and the two recovery items in the room before exiting with extreme haste.



Input the elevator security codes to enable access to B2F and the Rooftop.

POSSIBLE B2F LEVEL ELEVATOR ACCESS CODES

3555	5315	8211

NOTES AND MEMOS ON B2F

Board the elevator and ride down to level B2F. Enter the door directly across the B2F Passway. The **Researcher's Diary** is on the table across from the entrance, and the **Investigation Request** is on the table near the south door. These are both inventory slot files, and they are both worth Completion Ratio points. Pick up the files, and then exchange them for other items as soon as possible. If you have run out of diversions to entertain the Leech Man, you will find one last **Blood Infusion Pack** in the regulation device next to the south exit. Take it and proceed into the Fixed Temperature Experiment Room.



Grab the Blood Infusion Pack from the regulator device and quickly enter the door in the south wall.

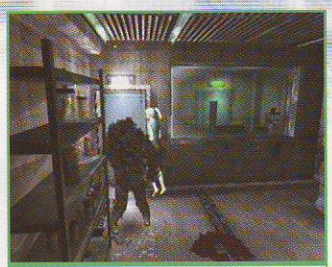
DEMISE OF THE LEECH MAN

Inside the Fixed Temperature Experiment Room, a **Hemostat** sits on the table next to the control console. Use it if needed, because you must be able to move quickly. Examine the controls to see that there are two settings for the connecting room, "High" and "Low."



Familiarize yourself with the Fixed Temperature Experiment Room controls as you wait for the Leech Man to appear.

Stand near the controls and wait until the Leech Man drops through the vent. Then quickly run through the door to the connecting room and spill a Blood Infusion Pack on the floor. The Leech Man opens the door and begins to lap up the blood in the controlled temperature room. Once the creature is inside the room, escape out to the safe chamber and set the controls to "High." The Leeches covering the Leech Man die in the intense heat.



Bait the Leech Man into the temperature-controlled chamber by placing a Blood Infusion Pack on the floor. Then quickly run back to the console in the other room and set the controls to "High."

Afterward, set the temperature controls to "Low" and enter the room. Search the foot of the dead man's body to find the **Card Key Level 2**. If you are curious, check the upper torso of the body to determine the Leech Man's true identity.



Be sure to set the temperature to "Low," or you won't be able to obtain the Card Key.

WARNING!
THE HORROR COULD BEGIN AGAIN...

During Single Play Mode, if any of your AIPCs die, they will transform into another Leech Man! You cannot kill a second Leech Man in the same manner as the first. Be sure to keep your partners healthy until the end of the scenario!

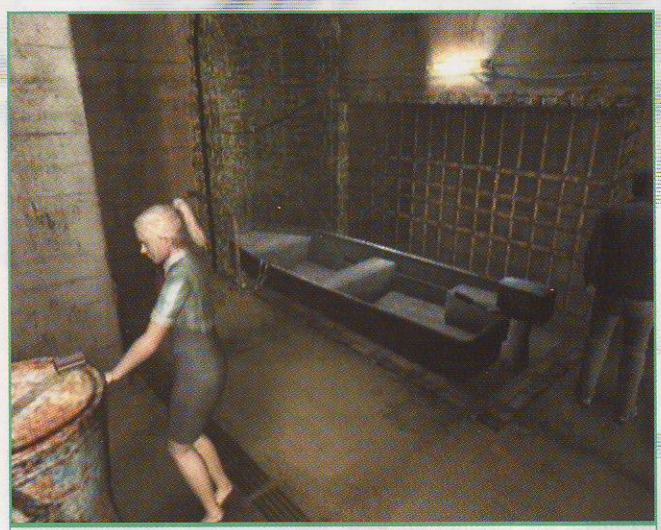
CHAINED AGAINST FREEDOM

Return to the B2F Passway and head to the south end. Be careful of Leeches dropping from the ceiling and the zombie playing possum on the ground. A **Crutch** hides around the corner, in front of the garbage, and the **Card Memo** is posted on the wall next to the south door. Swipe the Card Key Level 2 at the panel next to the door to cancel the lock.



Be careful of the permanent zombie hanging out near the south door in the B2F Passway.

In the Underpass Entrance, you'll find a boat chained to the post at the south end of the room. The boat is your way out of the hospital, but you must find the key to unlock the chain. Either load up with the **First Aid Spray**, **Green Herb** and **Handgun Rounds** here, or leave these items until later, after you've procured the right key.



Your ride to freedom is chained up. Time to find the key for the padlock.

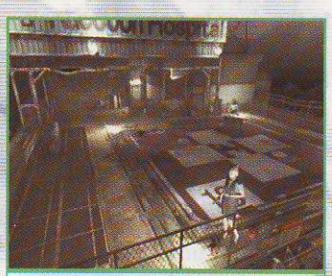
Now that the Leech Man won't be a nuisance, at least for a while, you are free to explore the rest of the hospital, gather items and supplies, and prepare to conclude the scenario. This walkthrough will guide you through some optional tasks, and then move on to the procurement of the last two key items and the completion of the scenario.

ROOFTOP SURVIVOR

If you entered the passcode "0930" at console in the EV Control Room, you may ride the elevator to the Rooftop. While avoiding the Crows haunting this spectacular outdoor scene, check the barrels near the elevator doors to find **Handgun Rounds**. In the northeast corner of the roof, a police officer has collapsed. Speak to this character to determine if he will help you. If you are playing as Kevin or Cindy, the policeman will drop **Handgun Rounds** and a **Sub Machinegun**. This fully automatic rifle can be reloaded with Handgun Rounds, making it the perfect weapon to use against the upcoming boss monster.



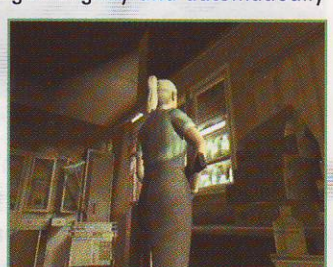
The dying officer leaves behind an inheritance, but only to Kevin or Cindy.



*A **Red Herb** and a **Green Herb** stand at the south end of the Rooftop.*

SECOND FLOOR SUPPLIES AND DANGERS

Ride the elevator to 2F, and check the Passway and Room 202 for recovery items if needed. In the Nurse Station on the west side of the building, examination of the lighted cabinet causes Leeches to leap through the glass panes. The character examining this cabinet is damaged slightly and automatically afflicted with BLEED status. Following this event you may examine the cabinet again to find the **Chemical Code Message**. But since this walk-through has already explained how to derive the elevator passcode, this extra damage is unnecessary.



Our walkthrough guides you to avoid this little trap.

Check the lower cabinets near the entrance of the Nurse Station to find a **Handgun**. Search the chair across from the blood regulation device to find **Handgun Rounds**. **Three Blood Infusion Packs** lie cooling in the regulator, in case another Leech Man pops up later.



If you are in BLEED status, examine the machinery at the south end of the room to cure yourself.

FIRST FLOOR SHUTTER GATES

From 2F, descend the stairs to the level below. Look for an **Iron Pipe** amid the junk below the stairs in the 1F Passway. Enter the door marked "Night Reception."



The controls to power the shutter are inside the Night Reception room.

Near the entrance, Mark can find the **Security Guard Manual**. Only Mark will locate this item, and since it counts in your Event Checklist you must play this scenario as the robust night watchman at least once. Use the controls on the front counter to power the switches for two shutters on 1F. In the back of this blazing room, you'll find a helpless victim and the **Burst Handgun**. This weapon loads 20 shots in the magazine and fires three bullets per attack.



Search the counter near the entrance to find a control switch for the security shutters on this floor. Pressing the switch allows you to open both shutter gates.



While the Burst Handgun is more effective than a common pistol, it can also be a severe drain on your ammunition supplies.

Exit the Night Reception room and press the switch at the bottom of the stairs to open the shutter gate. This allows access to the Hall at the front of the hospital, where several recovery herbs are located. On the south side of the Hall is another shutter gate, which you may open to gain access to the Central Waiting Room.



Open the shutter barring the south door in the Hall, and enter the Central Waiting Room.

THE CARD KEY LEVEL 1

Take out the Zombie Dog in the Central Waiting Room, and use the **Green Herb** located there to recover if needed. At the back of the area is a zombie behind a closed gate. There is no way to open the shutter or kill the zombie, so ignore this enemy and move on.



The Zombie Dog is best dealt with using a Handgun. When the beast falls, stand over it and finish it off.

There are several zombie traps awaiting you in the Examination Room. For instance, the **Card Key Level 1** is on the desk against the north wall. However, the hospital staff member collapsed on the desk will rise up and attack you when 15 seconds have expired from the time the first player character enters the room.



Grab the Card Key Level 1 and get away, before the zombie wakes from its nap.

Also, when you approach the northwest door, a zombie smashes through the window and attempts to grab your character. The best method to avoid this surprise attack is to walk slowly around the lower edge of the room divider while moving toward the door. Use the recovery items in this room, if needed, to recuperate from these surprise encounters.



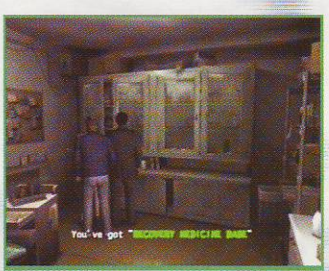
Watch out for the zombie who leans through the window to grab an unsuspecting victim.

CAN'T FIND THE CARD KEY?

The location of the Level 1 Card Key is not fixed in Network Play mode. Possible locations for this important item include the Examination Room or the Treatment Room on 1F, the Nurse Station on 2F, or the B2F Laboratory.

ADDITIONAL SUPPLIES AND ITEMS

Southeast of the Examination Room is the Treatment Room, where a Typewriter can be used in Single Play mode to stop your game for a while. A **Hemostat** lies on the bed. Someone playing as George can locate an additional **4 Recovery Medicine Bases** in the cabinets on the southeast wall. George can mix these items using his Medical Set to create four Recovery Medicines. Either hand these out to your teammates, or stack them up in a single item slot using the "Combine" command.



Only George can locate the 4 Recovery Medicine Base items in the cabinets of the Treatment Room.

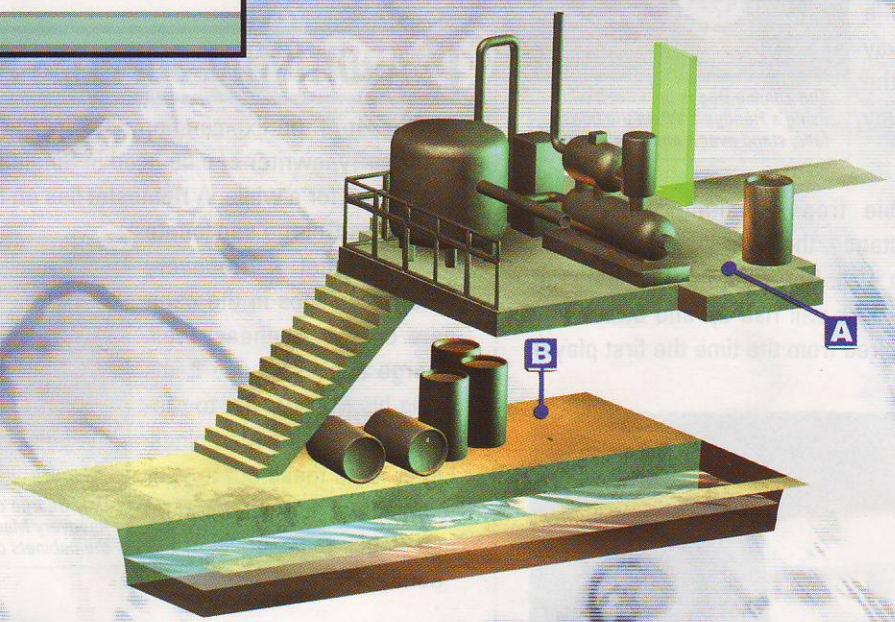
A **Scrub Brush** leans against the wall inside the Locker Room just north of the Examination Room. In the first locker from the right on the east wall, you'll find a **Red Herb**. The next locker is for hiding. **Handgun Rounds** lie in the third locker, along with a zombie nurse. Alyssa can use her Picking Tool on the final locker in order to obtain a **Handgun Magazine**. This handy clip can be used to reload your sidearm more quickly in the heat of battle, but it is not compatible with the Burst Handgun.

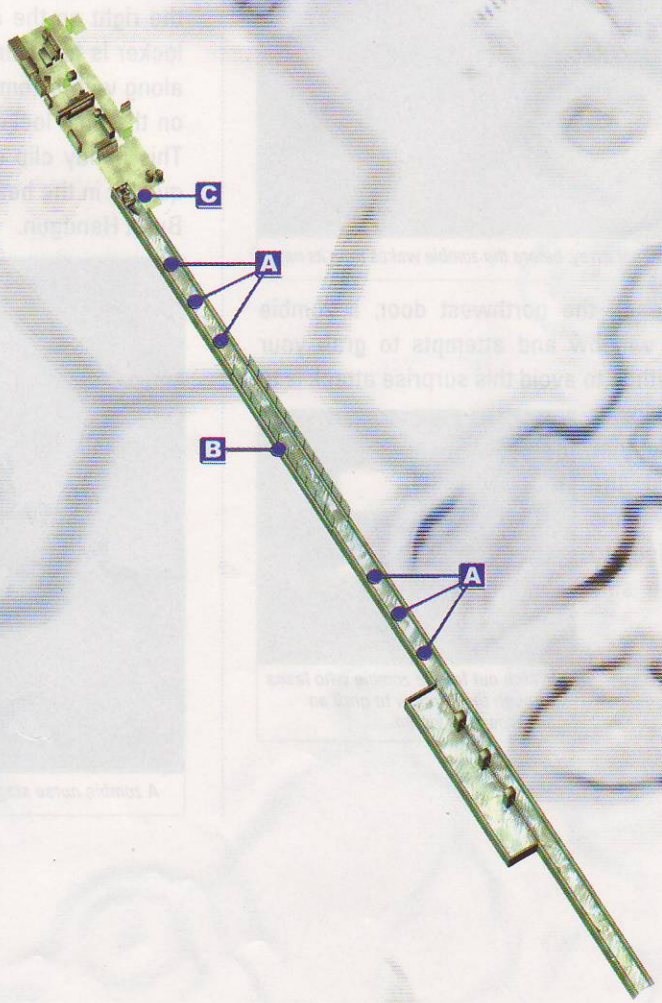


A zombie nurse staggers out of the middle locker when opened.

B1F WASTE LIQUID DISPOSAL ROOM

A	Green Herb
B	Chain Key





A	Ceiling Valves (300 points damage)
B	Side Tank (2000 points damage)
C	Gas Can (9000 points damage)

B2F, UNDERPASS ENTRANCE

Raccoon Hospital (List 2 of 2)

OBJECTIVES:



1 Unlock the south door in the B1F Passway using the Card Key Level 1.



2 Obtain the Chain Key from the Waste Liquid Disposal Room.



3 Remove the chain lock from the boat in the Underpass Entrance.



4 Ride the boat to the end of the underpass.



5 Defeat the Giant Leech.



6 Wade through the water to the south end of the underpass to complete the scenario.

WALKTHROUGH

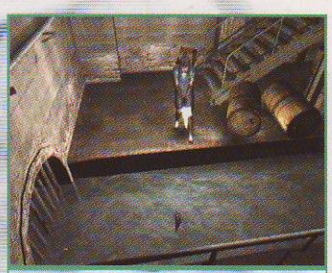
ROOM OF LIQUID WASTE

Ride the elevator to B1F and use the Card Key Level 1 to open the south door in the Passway. Use caution as you proceed through the South Passway, because a zombie doctor just around the corner will advance as soon as you make the first turn. Another zombie idly waits near the location of the **Iron Pipe** by the furnace.



You must fight to obtain the Iron Pipe near the furnace.

Continue through the South Passway into the Waste Liquid Disposal Room, and move to your character's left to find a **Green Herb**. Squash the Leech near the barrels, so that it does not follow you to the area below. Descend the stairs and shoot the Leech floating in the water, if it is within range. Wade through the water to the section under the platform, and hop out into the small storage area.



Shoot the Leech in the water before hopping in.

The **Chain Key** is glittering on the ground under the platform. However, the zombie on the ground becomes active when you try to go for the item. Move to the key's position, but then turn around and attack the zombie on the ground as soon as it becomes active. Once the zombie suffers enough damage to enter fainting mode, quickly grab the Chain Key and get out of there before the monster attacks again.



When the zombie near the Chain Key becomes active, run to it and stomp it to death before trying to take the key.

BREAKING THE CHAINS

Return to the Underpass Entrance on level B2F and use the Chain Key to unlock the boat. Then examine the boat again in order to board it and ride down the passage. Before disembarking, be sure to distribute plenty of weapons and ammunition among your team.



Use the Chain Key to unlock the boat docked at the Underpass Entrance.

If all the remaining player characters or AIPCs are not present in the Underpass Entrance, the game asks you to confirm your choice of exit. It does not matter if everyone is in the room or not, because they can always join in later or you can go looking for them. If during Network Play mode you happen to be one of the player characters that miss the boat, make your way to the Underground Entrance as soon as possible in order to assist your group in fighting a dangerous monster.



The ride to safety is blocked by a massive Leech hive, along with the "Queen Leech."

GIANT LEECH

Physical Strength Points: Giant Leech	
Network Easy	4000
Network Normal	5400
Network Hard	6200
Network Very Hard	6800
Single Play Easy	3500
Single Play Normal	4000
Single Play Hard	4500
Single Play Very Hard	5000

Power of Attacks: Giant Leech				
ATTACK	EASY	NORM	HARD	V.HARD
Tackle	200-250	400-450	500-550	600-650
Tentacle	100-200	250-350	250-400	300-450
Poison Spit	40-60*	80-100*	100-120*	100-170*

*Small chance (20%) of inflicting POISON status in addition to damage.



Attacking the Giant Leech with weapons is a quick way to defeat the monster, but not necessarily the best way. Avoid the use of melee weapons or tackle attacks, because the creature causes immense damage by ramming player characters with its immense body and long feeding snout. However, it is worth mentioning that the unarmed attack of any player character inflicts four times the normal damage against the Giant Leech, in case this is your only recourse. Just be careful of the Small Leeches that swim in the water near the Giant Leech.



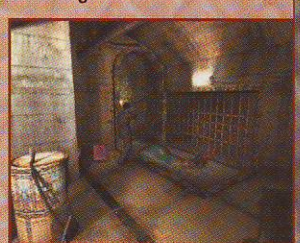
The better method for defeating the Giant Leech is quite a bit more complex. When the monster is angered, you can lead it back through the tunnels and damage it by using "attack objects" in the environment. Allow the monster to chase you out of the open space at the south end of the long passage, into the narrower section. Lead the monster into the narrow section and look for ceiling valves spaced along the curved tunnel roof. When the Giant Leech is underneath a valve, aim upward and shoot. The creature will be doused with hot water, causing twice as much damage as a bullet.



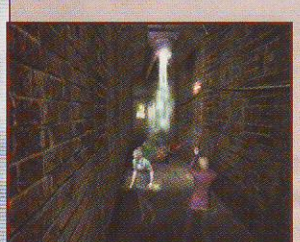
However, if you move too far ahead of the monster, it will lose interest in the pursuit. The Giant Leech then begins searching underwater with its tentacles, striking when it senses the approach of a player character. Whenever the monster gives up the pursuit, you must attract its attention by approaching within a few feet and shooting it once or twice. If you are low on bullets or completely out, you must run close to the creature to arouse it, and then try to escape before it tackles you.



Goad the Giant Leech onto the bridge section of the channel, and position yourself just beyond a dark tank in the middle of the open area. When the boss moves up alongside the tank, shoot the object to create a small explosion. The force reduces the strength of the Giant Leech by nearly half, but it could be disastrous for your character if you are caught in the blast. Make sure you're at least six feet away from the tank before firing.



If the Giant Leech persists in living, lead it through the next tunnel section and shoot at more ceiling valves to damage it further. If you manage to goad the creature into pulling up where the boat was docked, you may then beat it to death with melee weapons or shoot at the gas can to the left of the dock. The latter option creates an explosion that will surely finish off the monster.



If you are going for the NO WEAPON bonus, shooting at the tanks and valve handles cancels this out. You must goad the Giant Leech all the way back to the dock and eliminate it using your foot stomp attack. Also, you must equip your AIPCs with plenty of weapons and ammo to accomplish the task for you.

When the Giant Leech finally dies, run south down the tunnel to end the scenario.

"THE HIVE" COMPLETE EVENT CHECKLIST

ITEM	RANK POINTS
☐ Used blood pack.	30
☐ Used nurse call button.	30
☐ Turned on power to shutter.	20
☐ Opened shutter at the passway on 1F.	20
☐ Opened shutter at the central waiting room.	20
☐ Had the elevator get to B2F.	20
☐ Had the elevator get to the roof.	30
☐ Bled at the nurse station.	10
☐ Released lock with card key for B1F.	20
☐ Released lock with card key for B2F.	20
☐ Defeated Leech Man.	30
☐ Received item from policeman on roof.	50
☐ Used chain key.	20
☐ Obtained a map.	30
☐ Obtained "Male Nurse's Diary."	30
☐ Obtained "Repair Work Memo."	30
☐ Obtained "Setting Manual."	30
☐ Obtained "Part Of Memo."	20
☐ Obtained "Chemical Code Message."	20
☐ Obtained "Researcher's Diary."	30
☐ Obtained "Investigation Request."	30
☐ Obtained "Card Memo."	30
☐ Obtained "Security Guard Manual."	40

NOTES FOR HARD AND VERY HARD MODES

The only major difference you will notice in harder difficulties is the greater number of small Leeches appearing in the scenario. For every one that you squash underfoot, another will drop from the ceiling.

The police officer on the Rooftop will give Kevin or Cindy the Burst Handgun instead of a Sub Machinegun.

"THE HIVE" CLEAR TIME RANKING

RANK	SINGLE	NETWORK (DVD)	NETWORK (HDD)
S	00:00+	00:00+	00:00+
A	10:00+	11:00+	09:00+
B	15:00+	18:00+	16:00+
C	25:00+	27:00+	23:00+
D	35:00+	38:00+	34:00+
E	50:00+	50:00+	46:00+

HELLFIRE

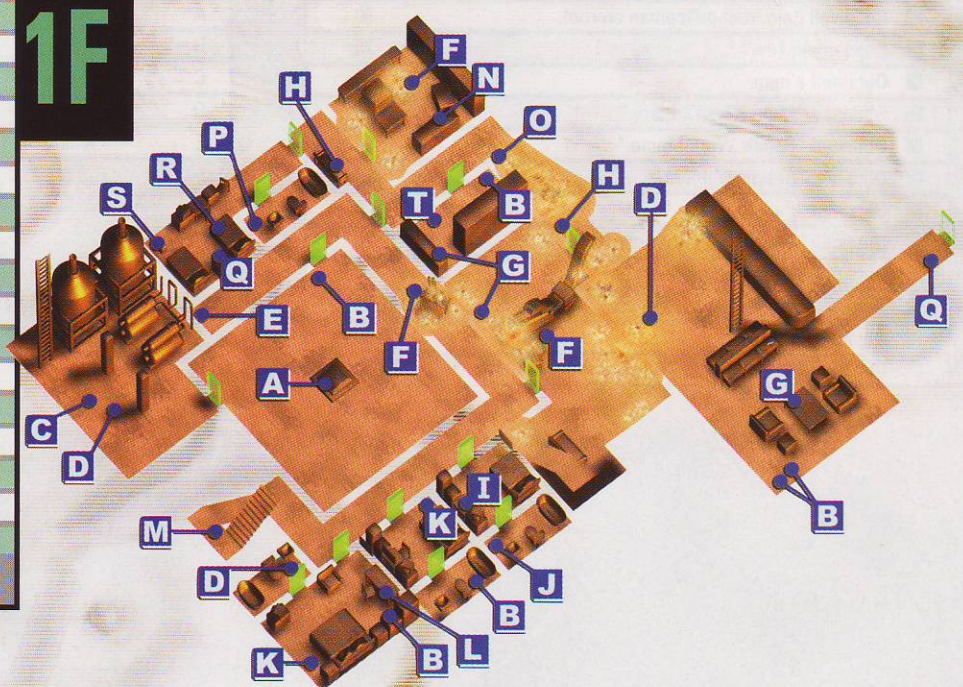
NORMAL DIFFICULTY

Apple Inn Hotel

1F

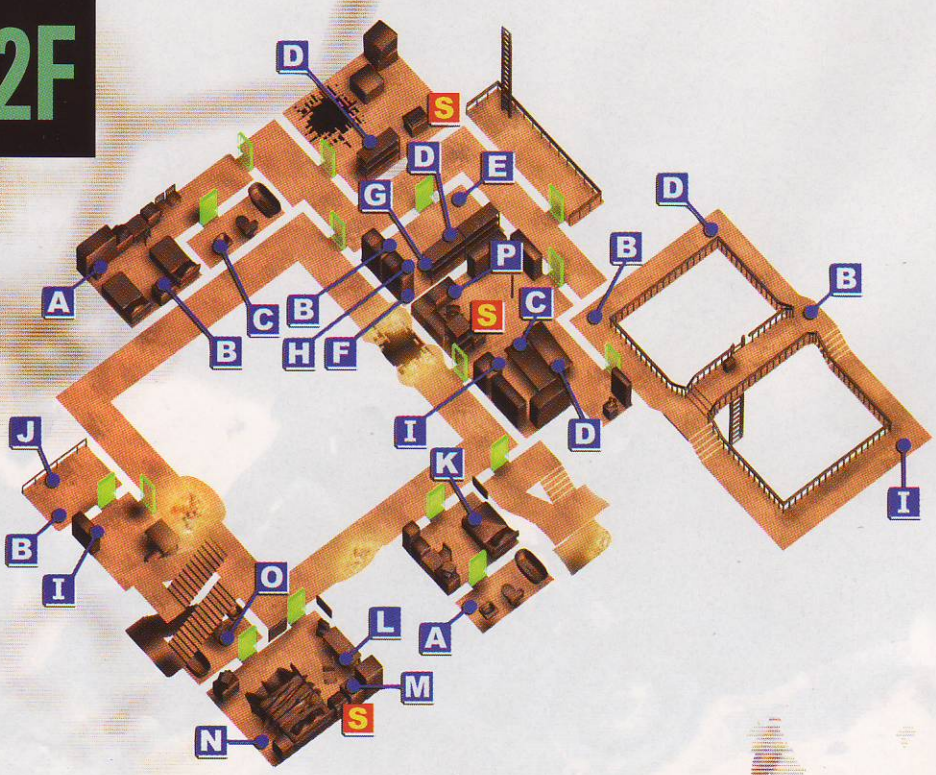
A	Hotel Guide Map
B	Green Herb
C	Charlie's ID Tag*
D	Iron Pipe
E	Handgun
F	Concrete Piece
G	Shotgun Rounds
H	Shotgun
I	Guest Memo 1
J	Vitriol Rounds
K	Handgun Rounds
L	Guest Memo 2
M	45 Auto Rounds
N	Guest List Copy
O	Red Herb
P	Blue Herb
Q	First Aid Spray
R	Hotel Charge Breakdown
S	Silver Relief Key
T	Battery

*Appears next to fireman's corpse after "call on the radio" event.



2F

A	Anti Virus
B	Green Herb
C	First Aid Spray
D	Handgun Rounds
E	Battery
F	45 Auto Rounds
G	Janitor's Daily Report
H	Blue Herb
I	Shotgun Rounds
J	Security Room Card Key
K	Chopper
L	Guest Memo 3
M	Gold Relief Key
N	Shotgun
O	Red Herb
P	Evacuation Procedures Manual



A	Ren's ID Tag*
B	Handgun
C	Blue Herb
D	Guard's Notebook
E	Janitor's Repair Memo
F	Green Herb
G	Red Herb
H	Shotgun Rounds
I	Red Jewel
J	Anti Virus (Large)
K	Grenade Launcher with Vitriol Rounds

*Appears next to fireman's corpse after "call on the radio" event.



SINGLE PLAY AIPC CALL LIST:

PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT*	UP
Kevin	David	Yoko
Mark	Alyssa	David
Jim	Alyssa	David
George	David	Yoko
David	Yoko	Alyssa
Alyssa	Yoko	David
Yoko	David	Alyssa
Cindy	Alyssa	Yoko

*The AIPCs in this column follow the player character from room to room, while the other character remains on 1F and later reappears in the Patrol Room.

WALKTHROUGH: Initial Events

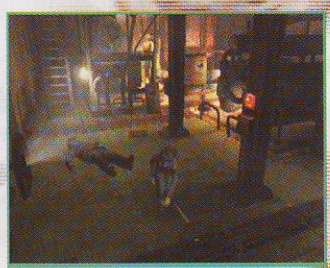
BOILER ROOM EXPLOSION

Check the central stone plaque engraving to memorize the **Hotel Guide Map**. Map procurement is essential in order to locate the rooms referred to in this walkthrough. To find a room, simply open the map and select a floor. Move the crosshairs over a room, whether previously visited or not, and the name of the room is displayed. A **Green Herb** stands near a corpse blocking the door in the corner. Enter the open doorway to the Boiler Room.

Grab the **Iron Pipe** near the dead fireman. In Single Play mode, it is a wise idea to give this weapon to one of your AIPCs. Check the dead fireman on the ground level to initiate a scene. When the scene is over, **Charlie's ID Tag** appears next to the body. Climb the ladder to 3F, and you will find **Ren's ID Tag** lying next to fireman's body on the platform.



The map is essential to navigating the complex hotel.



Examine the corpse of the fireman to trigger a scene, and to move forward with the events of the scenario.

ID TAGS

If you can hang onto one or both of the firemen's ID tags until the end of the game, a brief extra scene occurs during the ending. Also, two new costumes become available to purchase in the Collection menu! If you are playing as Yoko or if she is an AIPC, hand the tags to her and she will usually hang onto them for the rest of the scenario. Just be sure to ask for them back before triggering the ending; you must have the ID Tags in your inventory to activate the bonuses. The surest way to have the ID Tags at the end of the scenario is to play as Yoko.

FORK IN THE PATH

After triggering the scene involving the fireman's radio, you must choose the path you will take through the scenario. If you climb up to 3F and go through the door, you have chosen the "3F Route." If you return to Apple Inn Square, the zombie blocking the 1F door comes to life. Use the central stone to outmaneuver the monster and enter the northwest door. In this case, you have chosen the "1F Route."

The path you choose determines the objectives you must complete. If you go the 3F Route, you must obtain the Silver Relief Key. If you go the 1F Route, you must obtain the Gold Relief Key. Whichever route you take, one AIPC will head off to explore the other route. That character will return to the Security Office on 2F with the key in his or her possession.

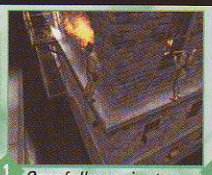
Once you exit through the 3F Boiler Room door or the 1F door to the Corridor, the ladder in the Boiler Room becomes broken and inaccessible for the rest of the scenario. You must continue to follow the path you've chosen; you cannot go back to explore the other path. As a result, you cannot acquire all 100% of the Completion Ratio in a single play-through of the scenario.

One AIPC accompanies you to the floor of your choosing, and the other AIPC heads off to search the other floor alone. Whether or not the solo AIPC dies depends on how quickly you accomplish your objectives, as well as how much time you spend in dangerous areas such as the Corridor and the 3F Apple Inn Square areas.

This walkthrough contains strategy for both paths. If you choose the 3F Route, continue reading without skipping ahead. If you choose the 1F Route, skip ahead to the next list of objectives labeled "1F Route."

OBJECTIVES:

3F Route



1. Carefully navigate along the ledge outside the building.



2. Retrieve the Security Room Card Key from the 2F platform overlooking the Boiler Room.



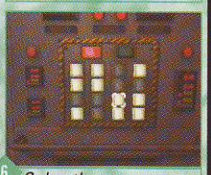
3. Use the Security Room Card Key to unlock the Security Office door in North West Passage 2.



4. Push the crate in the Owner's Room into the hole in the floor, and climb down to 1F.



5. Retrieve the Gold Relief Key from your partner and unlock the Power Supply Room.



6. Solve the power conduit panel puzzle to restore power to the emergency escape system.



7. Input the security code into the wall safe in Room 101 to obtain the Silver Relief Key.



8. Use the Silver Relief Key to unlock and enter Room 306.

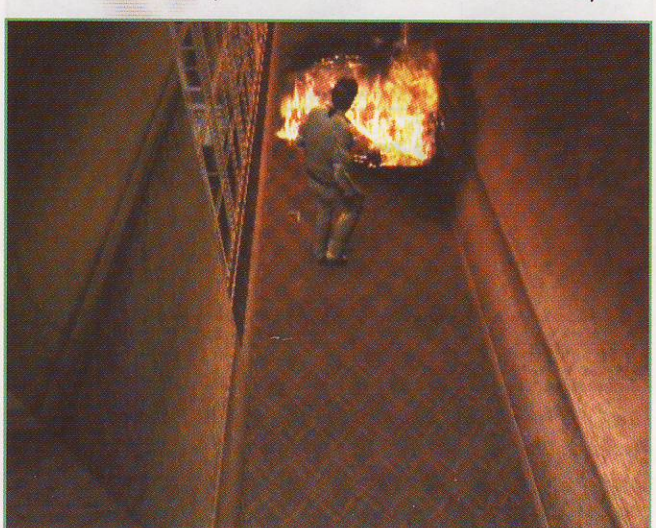


9. Pick the Red Jewel from the decorative tree at the back of Room 306.

WALKTHROUGH: 3F Route

THE UPPER PASSAGES

After climbing the ladder to 3F and entering the door on the top platform, check your map. Move south and follow the corridor until you have to stop at the edge of a burning blaze. A **Handgun** lies near the flames. Equip this weapon and head north. Enter the only other door available in the hallway.



Avoid standing too close to flames, because you'll suffer damage if you're caught in a flare.

ROOM 301

A **Blue Herb** lies halfway down the North West Passage 3. Enter the first door on the left. Inside Room 301, the first door on the left is a bathroom, and inside is a female Zombie. An **Iron Pipe** stands near the bathtub, and you should procure it for the AIPC who followed you to this level. A **Red Herb** sits on the nightstand between the hotel beds.



Always enter bathrooms cautiously in case they are occupied.

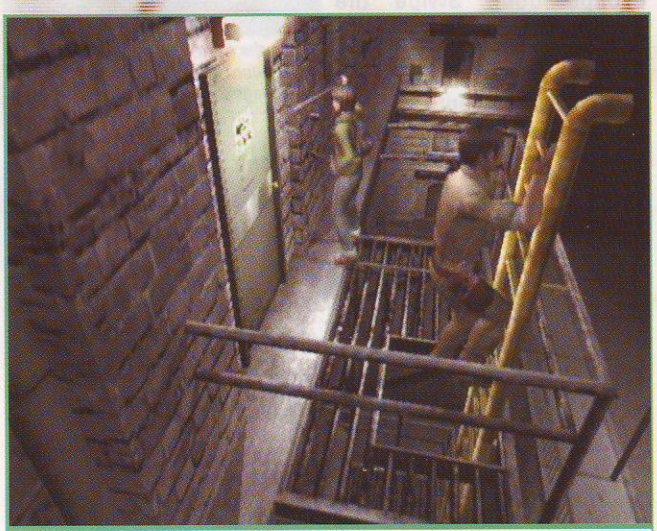
A THIN LEDGE

Return to the North West Passage 3 and climb out the window onto the rear fire escape. Move to the edge of the raised box, aim downward and shoot the crow perched on the ledge. If you miss the crow, be sure to nail it before proceeding onto the ledge, or it will make life miserable. Grab the **Green Herb** from corner, then move to the opening in the rail, and press Action to shimmy out onto the ledge. Continue sidestepping along the ledge, around the corner of the building.



Shoot the crow before proceeding onto the ledge, or the annoying bird makes life difficult.

In Single Play mode, don't wait for your accompanying AIPC to catch up with you. When you reach the platform on the north side of the building, climb down the ladder and enter the door on 2F. The AIPC will follow you into the 2F corridor without taking too much damage.



Descend the ladder on the north side of the building and enter 2F, without waiting for the AIPC to catch up.

WALKING A FINE LINE WITH CROWS

If crows try to attack you on the ledge, press R1 and your character will drop under the ledge to avoid the attacks. Press the Cancel button to climb back up. If a crow attacks successfully while you are in DANGER status, you will plummet to the ground for an instant death. As you round the corner, watch out for fire drafts coming from the open window. Time your movements to press on. A second crow hangs out on the north side of the building. Stay near the window where the fire occasionally billows out, and keep dodging the crow's attacks by pressing R1. If the crow flies past the window at just the right moment, the gout of flames will kill it!



NORTH WEST PASSAGE 2

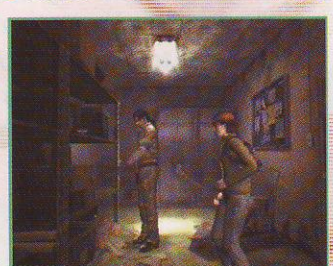
At the east end of the 2F corridor is the door to the Security Center, but it requires a card key to open. Blast down the zombie at the first corner. The first door on the left is the Store Room. The door at the next corner leads to the Corridor, and the two doors near the end of the hall lead to the Owner's Room and Room 201.



Although you should be adept at dodging zombies by now, this one is quite dangerous in the narrow passage.

STORE ROOM

A **Battery** lies on the floor just inside the door. The item has no use alone, but if David possesses an Iron Pipe and a Battery, he will make a Stun Rod. Move further into room and check the shelves to the left to find **Handgun Rounds** and the **Janitor's Daily Report**. On the table at the rear are **45 Auto Rounds.** The left locker on the back wall holds a **Green Herb**, but only Alyssa can open the compartment with her Picking Tools. The right-hand locker holds a **Blue Herb**.



Stock up in the Store Room.

ROOM 201

A zombie woman stands idle ten feet inside the room. The camera angle makes it difficult to spot her before she identifies the presence of fresh meat in the room. Stop near the bathroom door and fire into the room before proceeding. At the bottom end of the room, an **Anti Virus** pill lies in the open wall safe, and a **Green Herb** rests on the nightstand between the beds. The bathroom door is locked and can only be opened by Alyssa with her Picking Tool. However, any other character can beat the door down with repetitive shoulder-butt attacks. Inside the bathroom, a **First Aid Spray** sits on the sink.



If you want the First Aid Spray in the bathroom, you have to knock down the door.

CROSSING 2F



When your player character starts to "look" at the zombie in the passage, aim and fire from a distance.

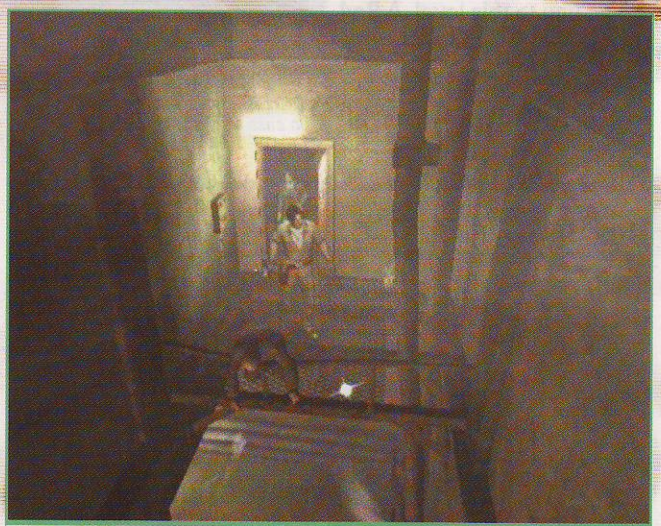
A gaping hole has burned through the floor between the door leading to North West Passage 2 and the Security Room. True survivors must eventually find a way around this obstacle. For now, follow the corridor all the way south and enter the only door at the end.

WARNING! DANGER TO LONE AIPC!

In Single Play mode, while traveling through the 2F Corridor you might hear signs of the AIPC who went to 1F. The sounds signify the character fighting for his or her life on the level below. The AIPC is programmed to leave the Corridor only when you leave. Move quickly in the Corridor and get out fast, so that your AIPC will too. That way, he or she is more likely to stay alive!

THROUGH THE BOILER MANAGEMENT OFFICE

In the tight room, check the shelves for **Shotgun Rounds**. Proceed through the second door into the Boiler Room, and search the platform near the janitor's corpse to find the **Security Room Card Key**. This card key opens the Security Office. A **Green Herb** stands near the door.



The Security Room Card Key is a necessary item on the 1F Route.

SECURITY OFFICE REUNION

Return through the Boiler Management Office and the Corridor to the North West Passage 2. Avoid damage from any zombies that might break in through the fire escape door. Swipe the Security Room Card Key at the panel beside the Security Office door, and enter.



Use the Card Key to enter the double doors in the North West Passage 2.

The AIPC who went to search 1F alone can usually be found in the Security Office, and he or she should be holding the **Gold Relief Key**. Request the key from him or her. If the AIPC is not in the Security Office, check your map to see if he or she has died. If so, you'll have to follow the steps to acquire the Gold Relief Key on your own. Pursue the objectives outlined in the section titled "WALKTHROUGH: 1F Route" further on in this chapter. Procure the Gold Relief Key now.



If your AIPC is not present in the Security Office, go looking for his or her body.

You will also find a **First Aid Spray** on the table in the Security Office. The **Evacuation Procedures Manual** is on the desk across from there. **Shotgun Rounds** can be found in the fridge, and **Handgun Rounds** lie on the backside of the table.



Use the Typewriter if you wish to interrupt your Single Play game.

In the northwest corner of the room, you'll find a bookshelf and a bust. Push the bookshelf into the corner to reveal a hidden door, which will not open. Another key item is required to open the door. Do not exit through the south door of the Security Office! Instead, return to the North West Passage 2 and continue down the hallway. Enter the Owner's Room.



Push aside the bookshelf to reveal a hidden door.

BURNED THROUGH THE FLOOR

Check the shelves just inside the Owner's Room to find **Handgun Rounds**. Use the Typewriter to temporarily record and stop your game if you wish. A wooden crate stands very close to a hole burned through the floor in the front corner of the room. Push the wooden crate into the hole. Then stand at the edge and press Action to drop to the level below. Drop from the table to the ground.



Slide the wooden crate into the hole in the floor, and then follow it down.

Check the shelves against the east wall to find the **Guest List Copy**. Make a mental note of the names on the list, and their corresponding three-letter codes. A **Concrete Piece** sits on the floor, but the flames around it tend to flare up and cause damage. Watch the pattern of flaring, and grab the rock weapon just as the fires die off. As you exit, be careful not to be caught in the flames on either side of the door.



Grab the Guest List Copy for handy reference in an upcoming puzzle.

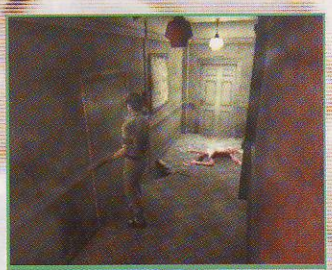
THE LICKER'S PASSAGE

A Licker haunts the North West Passage 1, so grab the **Shotgun** tucked under the bench across from the Owner's Room door. If the Licker is perched on the wall, it is possible to avoid the creature altogether. However, if it drops to the floor, the Licker could become a nuisance. A **Red Herb** stands near the flames at the north end of the passage.



The long tongue of the Licker might extend further than you realize.

The door near the flames must be unlocked with the Gold Relief Key, and the door to the hallway requires the Silver Relief Key. Alyssa can pick the lock on either door, but neither portal can be forced open. If you have retrieved the Gold Relief Key from an AIPC in the Security Office, unlock the door and enter the Power Supply Room.



Use the Gold Relief Key to unlock the Power Supply Room.

SUPPLYING POWER

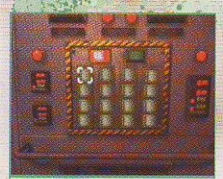
A **Green Herb** sits on the table just inside the Power Supply Room door, and a **Battery** rests on the ground in the southwest corner of the room. **Shotgun Rounds** lie atop the south machinery.



Grab the items and then examine the panel with 16 buttons.

Once the items are procured and distributed, examine the panel on the power supply conduit to find a puzzling pattern of lit and unlit lamps. Some or none of the lamps will be lit, depending on the difficulty level of your game. When you select any button and press Action, the button you press, as well as the four surrounding lights in a "+" shaped pattern, will toggle on or off. Find your pattern below and solve the puzzle as shown. Starting from the first button press, you have only a short duration of time to finish the puzzle before time runs out and you must start over. Solving the puzzle allows you to lower the emergency escape ladder in the Apple Inn Front Lobby.

PATTERN 1



This is the only pattern appearing in Easy difficulty. None of the lights are lit.



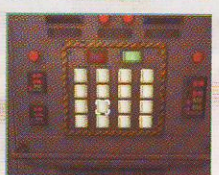
Press the second button in the top row.



Press the first button in the third row.

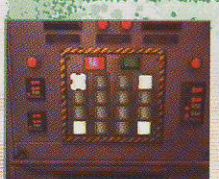


Press the third button in the bottom row.



Press the fourth button in the second row. Puzzle complete.

PATTERN 2



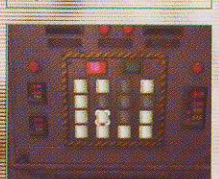
This is one pattern that appears in Normal difficulty. The four corner lights are lit.



Press the second button in the second row.



Press the third button in the third row.

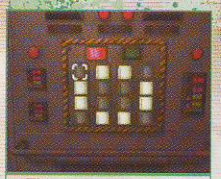


Press the second button in the third row.

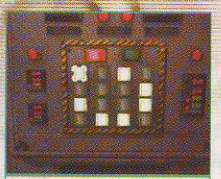


Press the second button in the second row. Puzzle complete.

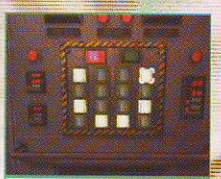
PATTERN 3



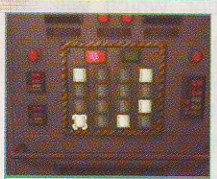
This is another pattern that appears in Normal difficulty. Two lights are lit on each side of the square. The solution requires eight steps, so you must press buttons quickly.



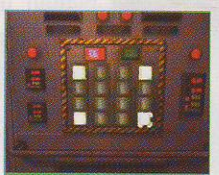
Press the first button in the top row.



Press the last button in the top row.



Press the first button in the bottom row.



Press the last button in the bottom row.



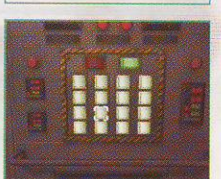
Press the second button in the second row.



Press the third button in the third row.

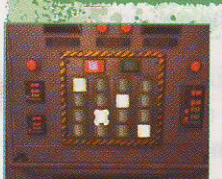


Press the third button in the second row.



Press the second button in the third row. Puzzle complete.

PATTERN 4



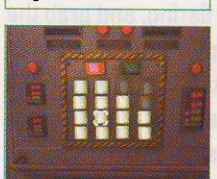
This is one of two patterns appearing in Hard difficulty. Four lights are lit.



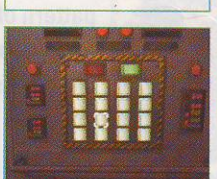
Press the second button in the second row.



Press the third button in the third row.

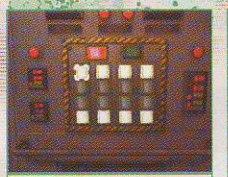


Press the first button in the fourth row.

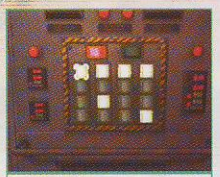


Press the fourth button in the first row. Puzzle complete.

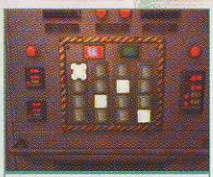
PATTERN 5



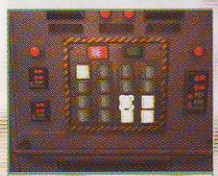
This is one of two patterns appearing in Hard difficulty. The top and bottom rows of the square are completely lit, and the middle two rows are dark.



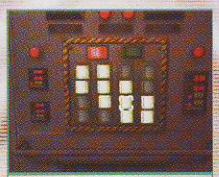
Push the second button in the fourth row.



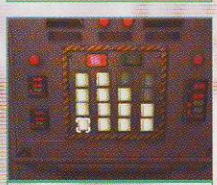
Push the third button in the first row.



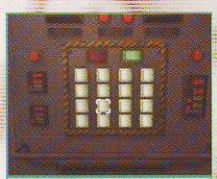
Push the third button in the third row.



Push the second button in the second row.

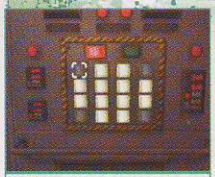


Push the first button in the fourth row.

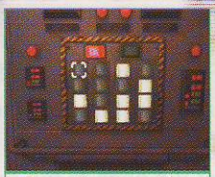


Push the fourth button in the first row. Puzzle complete.

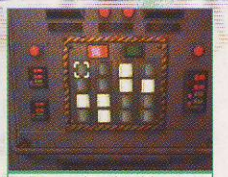
PATTERN 6



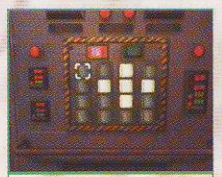
This pattern appears in Very Hard difficulty. Two lamps on the top and bottom rows are dark. There are eight steps to finish this puzzle, so you must press the buttons very quickly.



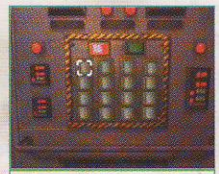
Press the second button in the second row.



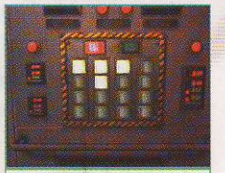
Press the third button in the third row.



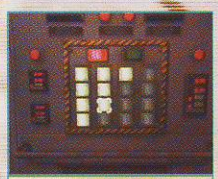
Press the second button in the third row.



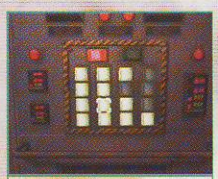
Press the second button in the second row.



Press the second button in the top row.



Press the first button in the third row.



Press the third button in the bottom row.



Press the fourth button in the second row. Puzzle complete.

PATTERN 7



This pattern occurs in Very Hard difficulty. The four middle lamps are dark. There are eight steps, so you must press the buttons very quickly to finish in time.



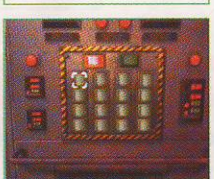
Press the first button in the first row.



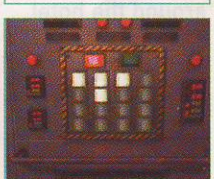
Press the fourth button in the first row.



Press the first button in the fourth row.



Press the fourth button in the fourth row.



Press the second button in the top row.



Press the first button in the third row.



Press the third button in the bottom row.



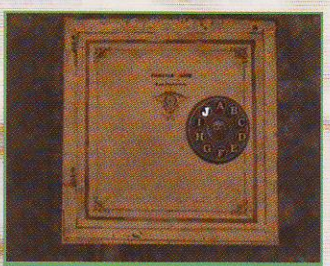
Press the fourth button in the second row. Puzzle complete.

OBTAINING THE SILVER RELIEF KEY

With the power supply reconnected, the next objective is to procure the Silver Relief Key. Exit the Power Supply Room and deal with the Licker in the corridor if necessary. Then head to the end of the North West Passage 1 and enter Room 101. Check the bed at the back of the room to find the **Hotel Charge Breakdown**. The paper identifies the current tenant of the room. Compare this to the Guest List Copy found in the Owner's Room, and input the appropriate three-letter code into the safe that's built into the south wall of the room. For instance, if "A. Evans" is staying in the room, then the correct code is **JIA**. For handy reference, the four possible codes that are used in the game are displayed below. Open the wall safe to obtain the **Silver Relief Key**. There's also a **First Aid Spray** on the nightstand between the beds and a **Blue Herb** in the bathroom where a man lies dying.



Determine who is checked into Room 101 by reading the Hotel Charge Breakdown on the bed.



Input the correct three-letter code on the wall safe dial pad.

ROOM 101 WALL SAFE CODES

Mr. Andrew Evans	Ms. Anna Lowell	Mr. Joseph Wilson	Mr. Toby Whitman
JIA	BAE	DCH	GGF

THE BEST PATH TO ROOM 306

Now, all that remains is to obtain the last key item from Room 306 on the third floor. Return to the North West Passage 1 and use the Silver Relief Key to unlock the south door at the corner. Proceed through the Corridor and pick up the **Concrete Piece** on the ground near the flaming area where the roof caved in. Move through the debris, careful of the section that flares up. Use the Concrete Piece to knock over the zombie, then stomp the life out of it. Another zombie typically hangs out in the south section.



With a Concrete Piece this handy, you might as well use it.

Procure items in hotel rooms 102-104 as necessary, and head up the stairs at the south end. **45 Auto Rounds** lie at the top of the first set of stairs. Ascend the stairs to the second level, and then continue up the stairs to 3F.



Bullets for Kevin's Custom Auto lie at the top of the first flight of stairs.

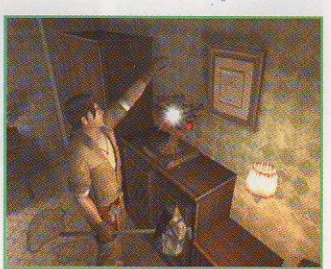
Avoid the Licker lying in predatory vigil near the top of the stairs, and move quickly to the first door in the corridor. Use the Silver Relief Key to open the door to Room 306.



Move quickly to the first door at the corner of 3F.

THE JEWEL OF FREEDOM

Examine the decorative tree on the rear bureau of Room 306 to obtain the **Red Jewel**. This item opens the secret door in the Security Office. Use the maps in this guide to obtain any other weapons, ammunition, and supplies you deem vital. Note in particular the location of a Grenade Launcher on 3F, and be sure to pick up additional Shotgun Rounds and Shotguns lying around the hotel.



Pluck the Red Jewel from the tree of freedom.

MIGHT AS WELL KEEP READING!

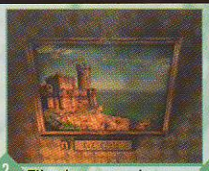
It is worthwhile to continue reading the second section of this walkthrough, since it covers areas not described in the preceding portion. When your player character and your AIPCs or partners are stocked up, head back to the Security Office and resume reading the walkthrough in the section titled "WALKTHROUGH: Path Convergence."

1F Route

OBJECTIVES:



1 Visit Room 204 to determine which portrait switches to flip.



2 Flip the portrait switches from their initial positions in rooms 102, 103, 104, and 202.



3 Obtain the Gold Relief Key from the horseman's statue at the back of Room 204.



4 Find the Guard's Notebook in the Linen Room on 3F.



5 Input the pass code into the number pad to unlock the door to the Security Office.



6 Climb down through the hole burned through the floor in the Owner's Room.



7 Unlock the door to the Power Supply Room using the Gold Relief Key.



8 Solve the power conduit panel puzzle to restore power to the emergency escape system.



9 Use the Silver Relief Key to unlock and enter Room 306.

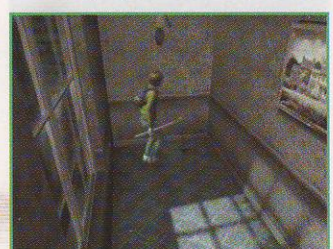


10 Pick the Red Jewel from the decorative tree at the back of Room 306.

WALKTHROUGH: 1F Route

NAVIGATING 1F

If, instead of climbing the ladder in the Boiler Room, you return to the Apple Inn Square and go through the northwest door into the Corridor, the scenario is played in a very different manner. Move south in the Corridor to obtain a **Handgun**. The first door around the corner is locked and requires the Silver Relief Key. Alyssa can use her Picking Tools to open the door, but it cannot be broken open by force.



A Handgun lies in the dark corner below the Corridor entrance.

Continue down the Corridor and pick up the **Concrete Piece** near the flames. As you cross through the collapsed area, be careful of the fire that flares up occasionally in the middle. Equip the Concrete Piece and throw it at the zombie standing idly on the other side of the burning zone. This should knock down the zombie. Stand over the prone creature and stomp on it until it dies. However, be cautious of another zombie that hangs out in the south section of the hall, which may come to aid his brother in distress.



Use the debris to knock down the unwary zombie in the corridor, then stomp it into submission.

The door to the Lounge Stairs is locked, but Alyssa can open it with her Picking Tool. Any other character can open the door by force. Proceed all the way to the south end of the Corridor and use the stairs to go to 2F. If your player character is Kevin, pick up the pack of **45 Auto Rounds** at the top of the first flight. Enter the first door, which leads to Room 204.



The Lounge Stair door is stuck and will only open with a lock pick or by force.

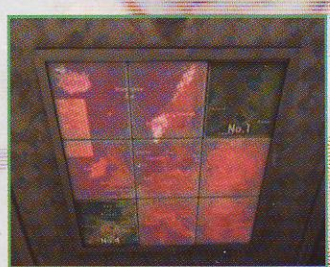
THE EUROPEAN MAP PUZZLE

Use the Typewriter in Room 204 to temporarily save your game if necessary. **Guest Memo 3** sits on the desk. A **Shotgun** lies on the floor behind the bed, and a **Red Herb** may be procured from the bathroom.



The Gold Relief Key can be obtained from the horseman's statue, provided you solve the European map puzzle.

The main reason for you to skip all the rooms on 1F and come directly here is to view the large map of Europe hanging on the wall by the entrance. By random decision at the start of the scenario, certain squares are lit and others are not. Make a note of which squares are not lit, particularly the "No." etched onto each square.



To solve the puzzle, make note of which sections of the map are dark.

Flipping the switches below the paintings in several hotel rooms causes the unlit sections to light, and thereby completes the puzzle. For each square that is not lit, you will have to visit one of the rooms in the table below and flip the switch beneath the portrait. When all four squares on the map are lit, the titles beneath each painting illuminate and a chime sounds. After this signal, the **Gold Relief Key** can be obtained from the horseman's statue at the back of Room 204.

SQUARE	PORTRAIT LOCATION
No. 1	Room 102
No. 2	Room 103
No. 3	Room 104
No. 4	Room 202

ROOM 102

Head back downstairs and enter Room 102. Just inside the room on the left is a painting of Finland. Flip the switch under the painting if needed, if the corresponding square is not lit on the map in Room 204. **Guest Memo 1** is lying on the desk.



Flip the switch under the portrait if the corresponding square is not lit in Room 204.

Alyssa can use her Picking Tool to open the bathroom door at the back of the room. Alternatively, any other character can eventually get the door open by forcing it. Inside the bathroom is a pack of **Vitriol Rounds**, for use with a Grenade Launcher. However, since it may be a while until the Grenade Launcher is obtained, leave this ammunition alone until you have acquired the appropriate weapon.



The presence of Vitriol Rounds indicates that a Grenade Launcher can be found elsewhere in the hotel.

ROOM 103



Flip the switch for Germany if the corresponding square is not lit in Room 204.

Another painting hangs over the desk on the south wall, this time depicting Germany. Press the switch under the painting if needed. **Handgun Rounds** lie on the northwest table, and inside the unlocked bathroom is a **Green Herb**.

ROOM 104

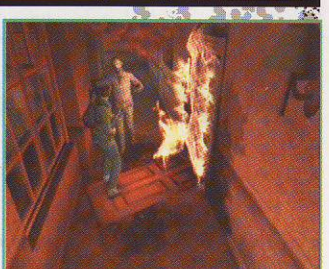
A zombie businesswoman waits to greet you just inside the room. A few minutes after you dispose of her, another zombie salesperson will barge in. Therefore, move quickly while you're here. The painting hanging on the north wall in Room 104 depicts the United Kingdom, and you should flip the switch beneath it only if the corresponding square is not already lit in Room 204. **Guest Memo 2** lies on the rear portion of the desk. Pick up the **Green Herb**, the **Handgun Rounds** on the south side of the bed, and the **Iron Pipe** in the bathroom.



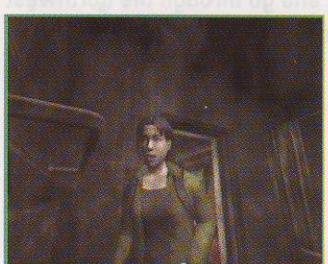
Aim a shotgun upward at close range to kill a zombie with one shot.

ROOM 202

Return to the corridor and head up the stairs at the south end. Watch out for a Licker that may have appeared in the Corridor near the stairs on 2F. Head north up the corridor past the burning doorway, blast the zombie that sometimes stands outside Room 202, and then go inside.



Room 202 lies just beyond the burning doorway.



The Anti Virus in the bathroom is not visible onscreen. Search the area of the towel rack to find it.

Flip the switch under the painting of Spain if necessary, as dictated by the European map in Room 204. A **Chopper** lies on the bed. Alyssa can pick the bathroom door, or any other character can barge into the restroom to find an **Anti Virus** below the towel rack.

TIME TO CLAIM YOUR PRIZE

Once you've lit up all four squares on the European map, return to Room 204 to claim the Gold Relief Key. Then exit the room and head north up the Corridor on 2F to the door of the Security Office. The door is locked, and opening it requires input of a pass code on the number pad to the left of the door.



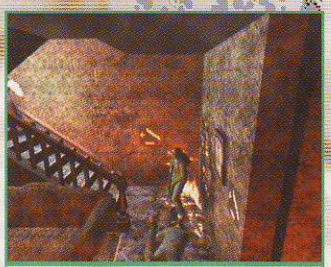
Grab the Gold Relief Key from the horseman statue when all of the European map is lit.



The Security Office door requires a pass code to open.

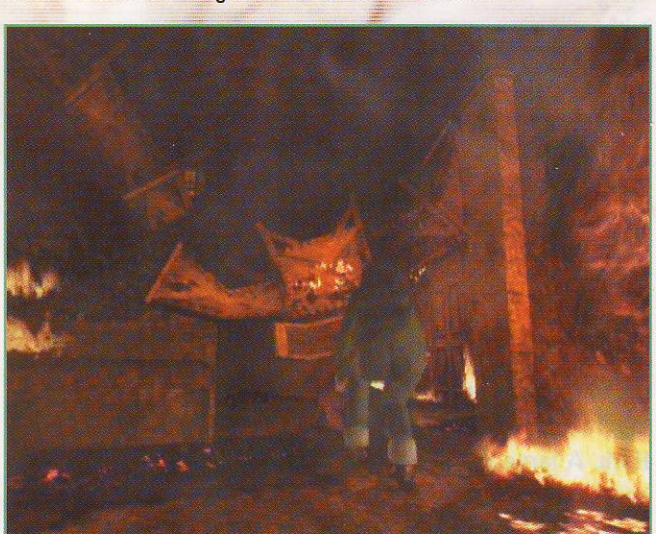
THE LOUNGE STAIRS

Head back to the northeast corner of the Corridor and enter the Lounge Stairs. Descend the steps to 1F. A zombie crawls on the ground near the entrance. Do not allow him to snack on your leg. If you have not yet done so, force open the door leading back to the corridor for the sake of future convenience.



Blast the zombie crawling around the first floor of the Lounge Stairs area.

Move to the fallen vent and search the center of it to find a **Concrete Piece**. There is a small gap under the north section of the fallen air conditioning vent. Press Action to crawl under the vent. Search near the south wall to find **Shotgun Rounds**, but be careful of flames that occasionally flare up in this area. Exit through the north double doors.



Press Action to crawl under the collapsed air conditioning duct.

Another zombie lies on the ground, and he will come to life and attack when someone moves toward the **Shotgun** resting against the south wall. The best idea is to wait until the zombie grabs an AIPC, and then you can exterminate it. Return to the Lounge Stairs and ascend to 3F.



The zombie on the floor cannot be damaged until it comes to life. Use an AIPC as bait.

THE SECURITY OFFICE PASS CODE

Head north from the Lounge Stair door and enter the next door in the corridor. Just inside the Linen Room, the **Guard's Notebook** lies on the cleaning cart near the door. This document contains the four-digit pass code for the Security Office door. The pass code is randomly chosen from one of four possible codes (listed below). Further back in the room are a **Blue Herb** and the **Janitor's Repair Memo**, concerning a weakness in the wall of room 304.



The Guard's Notebook contains the current pass code for the Security Office door.

POSSIBLE CORRIDOR NUMBER PAD PASS CODES

0721	2287	6354	5128

THE FATE OF THE LONE ALLY

Take the Lounge Stairs back down to 2F. In the Corridor, input the four-digit security code at the number pad beside the door, and then enter. The AIPC who went to search 3F alone should be in the Security Office, and he or she should possess the **Silver Relief Key**. If the AIPC is not in the Security Office, check your map to see if you can spot the location of his or her dead body. If you find the dead body and he or she does not possess the Silver Key, you must procure it by following the steps in the previous "WALKTHROUGH: 3F Route" section.



If your lone ally makes it to the Security Office and survives, he or she will have the Silver Relief Key.

Even if your AIPC did come through with the Silver Relief Key, he or she is probably in pretty bad shape. Pick up the **First Aid Spray** on the table, equip it, and spray it on your ailing partner. Check the backside of the center table for **Handgun Rounds**, and look in the fridge for **Shotgun Rounds**. The **Evacuation Procedures Manual** can be found by searching the messy desk against the west wall.



Distribute the ammunition in the Security Office amongst your team.



The secret door behind the bookshelf can be revealed, but it will not open without the proper object.

In the northeast corner of the room are a bookshelf and a bust. Push the bookshelf further back into the corner to reveal a hidden door. There are a few more steps to take before the door will open.

INTO A BURNING HOLE

Exit through the north doors of the Security Office and protect yourself from zombies in the corridor. Stop by the Store Room and pick up whatever your AIPC didn't take during his or her trip through here. Afterward, continue down the North West Passage 2 and enter the Owner's Room.



The Store Room may contain various useful items, if your AIPC didn't scarf them all up.



Be careful when exiting the Owner's Room on 1F, and time your movement to avoid the flames on either side of the door.

Search for **Handgun Rounds** on top of the shelves near the Owner's Room door, just in case your AIPC didn't find them. Stand at the edge of the hole burned through the floor and press Action to drop through. Climb off the table in the lower level, and check to see if the **Concrete Piece** is still lying on the floor in the north part of the room.

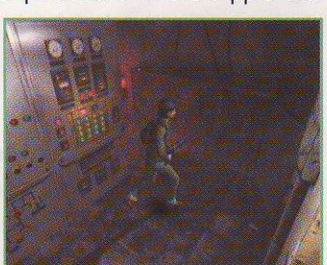
POWER RESTORATION

Exit the Owner's Room and procure the **Shotgun** hidden under the bench in the hallway (if your AIPC failed to find it before you). Avoid the Licker in the passage and use the Gold Relief Key to enter the Power Supply Room.



A Shotgun lies hidden under this bench in the North West Passage 1.

Pick up the various items in the Power Supply Room, and then examine the panel on the power supply conduit to find a puzzle. Refer to the previous section "WALKTHROUGH: 3F Route," under the "Supplying Power" headline, to find the correct solution for the puzzle. Restoring the power allows for use of the emergency escape ladder in the Apple Inn Front Lobby. Once power is restored, exchange the Gold Relief Key for the Silver Relief Key in your AIPC's possession. If the AIPC who went to 3F is dead, head back to Room 101 and input the security code into the wall safe to procure the key.



Press the buttons on the panel until all the lamps are lit to restore power in the front lobby.

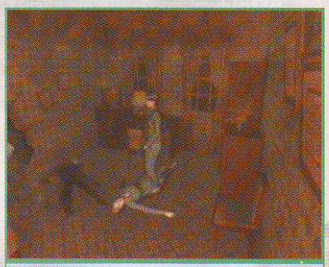
BREAKING DOWN WALLS

Exit the Power Supply Room and use the Silver Relief Key to unlock the door to the Corridor. Follow the Corridor east and enter the Lounge Stairs. Climb the stairs to 3F and exit. In the corridor, move south and enter Room 30#. **Shotgun Rounds** sit on the table near the entrance. Further back in the room, there is a **Green Herb**. A large crack spreads across the wall between this room and the next.



Use force to break through the cracked wall between the third floor hotel rooms.

Blast this section of the wall with a weapon, or break it open using your shoulder-butt attack. Then crawl through the resulting hole into the next room. Avoid the zombie that tries to grab you on the other side, and then suppress the creature. Speak to the woman dying on the floor, and she will drop an **Anti Virus Large**. A **Grenade Launcher with Vitriol Rounds** rests against the wall under the window. Unlock the door of this room and exit into the corridor.



The dying businesswoman leaves behind some valuable assets.

OBTAINING THE RED JEWEL

Use the Silver Relief Key to unlock and enter Room 306. Examine the decorative tree on the rear bureau to obtain the **Red Jewel**. You are now prepared to open the secret door in the Security Office. Use the maps in this guide to obtain any other weapons, ammunition, and supplies you deem vital. Then head back to the Security Office and resume the walkthrough in the next section, titled "WALKTHROUGH: Path Convergence."



The Red Jewel allows you to open the secret door in the 2F Security Office.

Path Convergence

OBJECTIVES:



1 *In the Security Office, push the bookshelf into the northeast corner until it clicks.*



2 *Insert the Red Jewel into the open hole on the bust.*



3 *Enter the Apple Inn Front Lobby and lower the emergency escape ladder.*



4 *Move toward the front exit to encounter the Suspen-Dead.*



5 *Defeat the Suspen-Dead and run to the exit.*

WALKTHROUGH: Path Convergence

THROUGH THE HIDDEN DOOR

Having reconnected the power supply by solving the puzzle in the Power Supply Room, and after obtaining the Red Jewel, return to the Security Office on 2F. Move to the northeast corner of the room and push the bookshelf into the corner until you hear an audible click. Then insert the Red Jewel into the notch on the bust, and the secret door opens.



Use the Red Jewel on the bust to open the door to the lobby.

THE APPLE INN'S FRONT LOBBY

Stock up your character, as well as your allies, by scouring the balcony level to find **2 Green Herbs**, **Handgun Rounds**, and **Shotgun Rounds**. Ensure that you and your AIPCs are prepared, and then move onto the middle bridge of the balcony. Examine the electric box next to the gap in the rail, and lower the emergency ladder to the level below. The ladder can be lowered only if you have connected the power in the Power Supply Room.



Examine the device next to the gap in the rail to lower the emergency ladder.

On the lower level, examine the front desk to find an alarm bell that rings for ten seconds when the button is pressed. This will be important in a moment. An **Iron Pipe** lies near the burning southwest doors. **Shotgun Rounds** sit on the coffee table at the east end of the room, and another **2 Green Herbs** stand near the fireplace. Again, make sure that your player character and your AIPCs are all equipped to defend themselves. Then run north toward the exit from the lobby to trigger a boss fight.



Be sure your party is well stocked before proceeding down the corridor toward the exit!

SUSPEN-DEAD

Physical Strength Points: Suspen-Dead	
Network Easy	2000
Network Normal	3000
Network Hard	3600
Network Very Hard	4200
Single Play Easy	1800
Single Play Normal	2200
Single Play Hard	2700
Single Play Very Hard	3000

Power of Attacks: Suspen-Dead				
ATTACK	EASY	NORM	HARD	V.HARD
Tongue Attack	100-180	200-340	300-400	400-600
100-Lashes Tongue 1	20-35	45-60	50-65	55-70
100-Lashes Tongue 2	150-180	160-240	260-320	300-380



As the Suspen-Dead boss fight ensues, the character triggering the boss's appearance will most likely be caught up in the monster's elongated tongue. Call for help from your allies, and hopefully one of them will blast you free before you suffer too much damage.



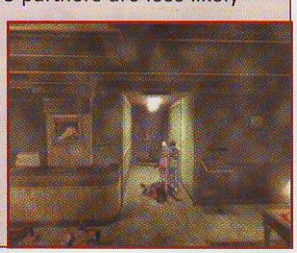
Once you regain the ability to move and stand where you like, retreat back into the room. The lobby is now populated with three additional Lickers, who will make it difficult for you and your AIPCs to focus on eliminating the boss. However, the Lickers can be neutralized for 10 seconds by pressing the alarm bell on the front desk. In Easy and Normal modes, the sound of the bell causes the Lickers to retreat to the burning door on the southwest wall. This provides you and your allies with ample opportunity to fire on the Suspen-Dead. Depending on how your battle against the boss goes, you may need to sound the alarm bell several times.

The worst of the Suspen-Dead's attacks is a 100-Lashes Tongue assault, in which the boss extends its tongue and waves it back and forth, causing severe damage with every hit. This attack can be avoided by standing just out of the tongue's range, at the rear edge of the coffee table. From this safe location, you should still be able to see the Suspen-Dead where it hangs. Blast the monster with Handguns or Shotguns to end the battle. The Grenade Launcher is difficult to use, because the projectile's downward arc sometimes misses the hanging boss. If you have the Grenade Launcher, use it to knock out the regular Lickers if they refuse to leave you alone. If the boss begins to scream and shake, cease firing and seek cover. You cannot damage the Suspen-Dead while it is contracted in this motion, and it is about to strike out with its 100-Lashes Tongue attack. Resume firing on the monster when it hangs limply.





Alternatively, another good strategy is to run past the Suspen-Dead into the corridor, near the hotel's exit. Not only is the boss's tongue unable to reach you, but the regular Lickers won't be able to bother you here either! However, this strategy is more suitable to Network Play mode. If you stand near the exit in Single Play mode, then your AIPC partners are less likely to help you shoot down the boss. They will move off to engage the regular Lickers, and without being able to use the front desk bell they may suffer a lot of damage and die.



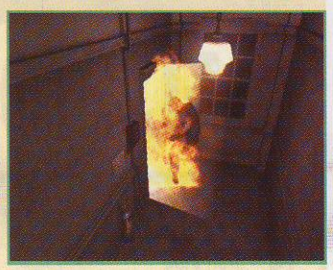
After defeating Suspen-Dead, run down the corridor to the exit to trigger the ending. If the Lickers stand between you and the exit, make sure your health is good enough for you to dash between them to freedom.

"HELLFIRE" COMPLETE EVENT CHECKLIST

ITEM	RANK POINTS
☐ Unlocked safe in Room 101.	20
☐ Provided emergency power at the power supply room.	20
☐ Solved Europe Map Puzzle.	30
☐ Dropped wooden box in owner's room.	20
☐ Destroyed wall between room 304 and 305.	30
☐ Completed with a tag of Ren.	50
☐ Completed with a tag of Charlie.	50
☐ Completed with both Ren and Charlie tags.	50
☐ Obtained Apple Inn map.	30
☐ Obtained "Guest Memo 1."	20
☐ Obtained "Guest Memo 2."	20
☐ Obtained "Guest Memo 3."	10
☐ Obtained "Janitor's Repair Memo."	20
☐ Obtained "Janitor's Daily Report."	20
☐ Obtained "Guard's Notebook."	10
☐ Obtained "Evacuation Procedures Manual."	20
☐ Obtained "Guest List Copy."	20
☐ Obtained "Hotel Charge Breakdown."	20
☐ Defeated Suspen-Dead.	20
☐ Opened concealed door in security office.	20
☐ Used motorized ladder.	10
☐ Used card key to unlock door.	20
☐ Used pass code to unlock door.	20
☐ Used gold relief key.	20
☐ Used silver relief key.	20
☐ Rang front lobby bell.	30
☐ Opened locker with lockpick.	30
☐ Watched demo "Call to the radio."	10
☐ Watched demo "Suspended appears."	20

NOTES FOR HARD AND VERY HARD MODES

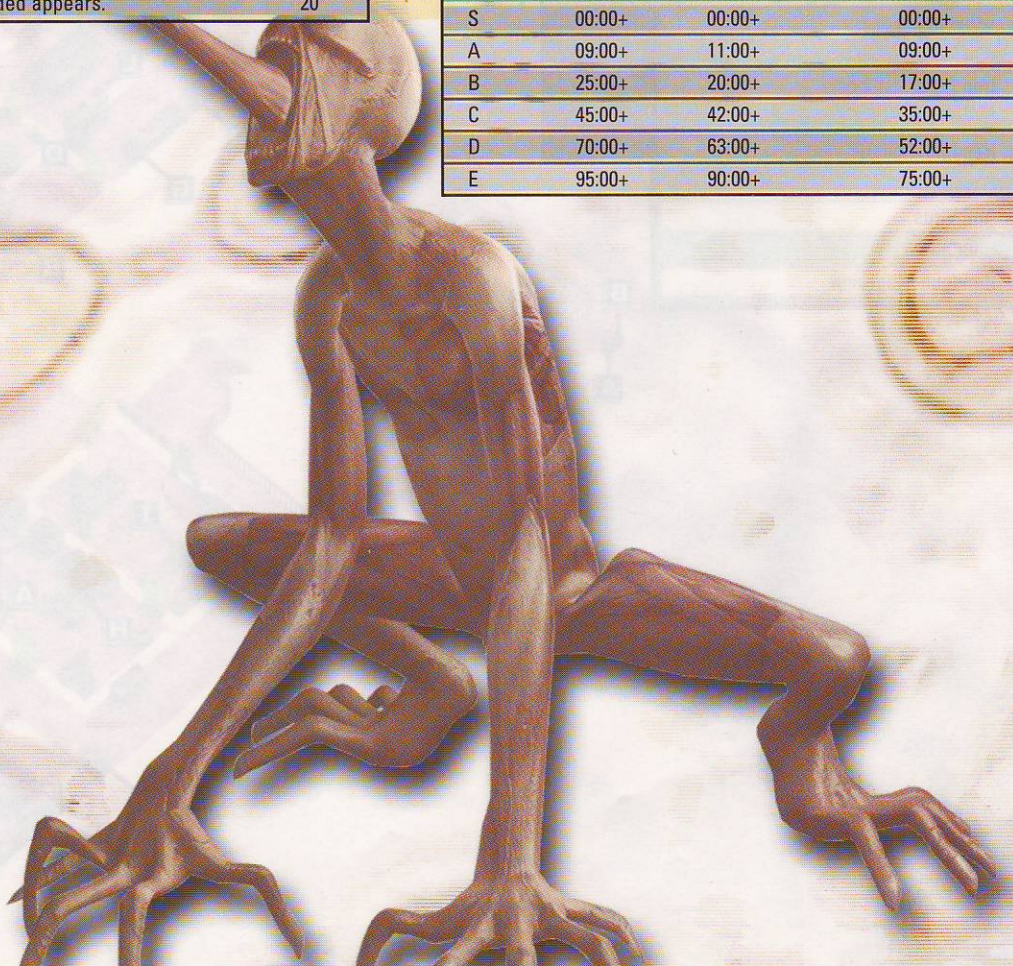
Back drafts in certain rooms make them inaccessible at harder difficulty levels. If you see large amounts of smoke billowing out from under a door, don't open it. In Hard difficulty, if you attempt to open the door to Room 201, a back draft causes severe damage to your character. The room is engulfed in flames and cannot be accessed. In Very Hard difficulty, the Store Room on 2F and Room 301 are inaccessible in the same manner.



During the Suspen-Dead boss fight, sounding the bell on the lobby counter causes the Lickers in the room to run to a different location in Hard and Very Hard modes. In Easy and Normal difficulties, the Lickers normally retreat to the burning door across from the front desk. But in Hard difficulty, the Lickers will gather at the wall across from the Suspen-Dead boss. Since this is where your characters can normally fire at the boss from safety, you must modify your tactics. In Very Hard mode, the Lickers will gather directly in front of the boss. Therefore, do not sound the bell at all in Very Hard mode, or the Lickers will form a shield protecting their "mother."

"HELLFIRE" CLEAR TIME RANKING

RANK	SINGLE	NETWORK (DVD)	NETWORK (HDD)
S	00:00+	00:00+	00:00+
A	09:00+	11:00+	09:00+
B	25:00+	20:00+	17:00+
C	45:00+	42:00+	35:00+
D	70:00+	63:00+	52:00+
E	95:00+	90:00+	75:00+



DECISIONS, DECISIONS

NORMAL DIFFICULTY

University Premises

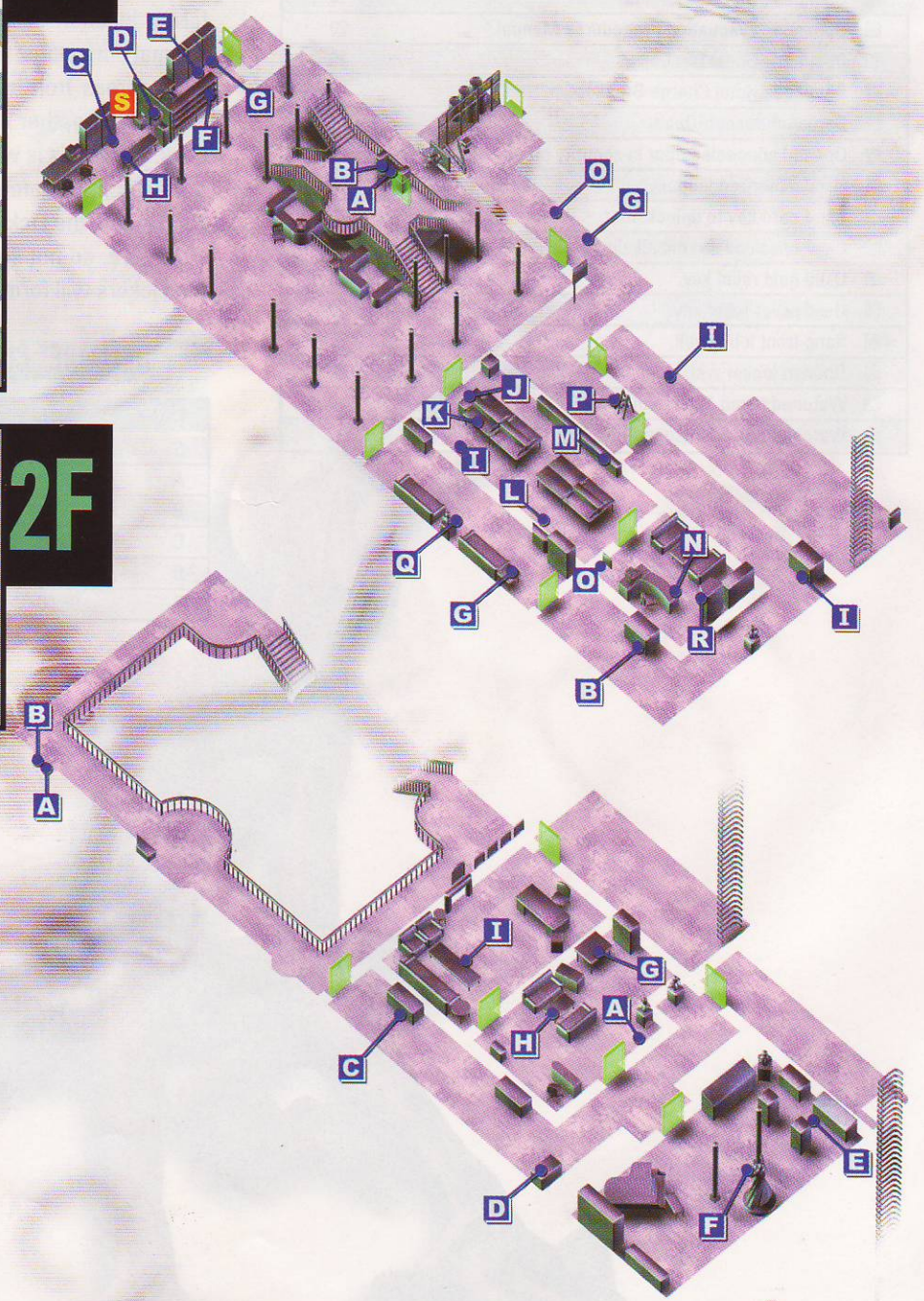
1F

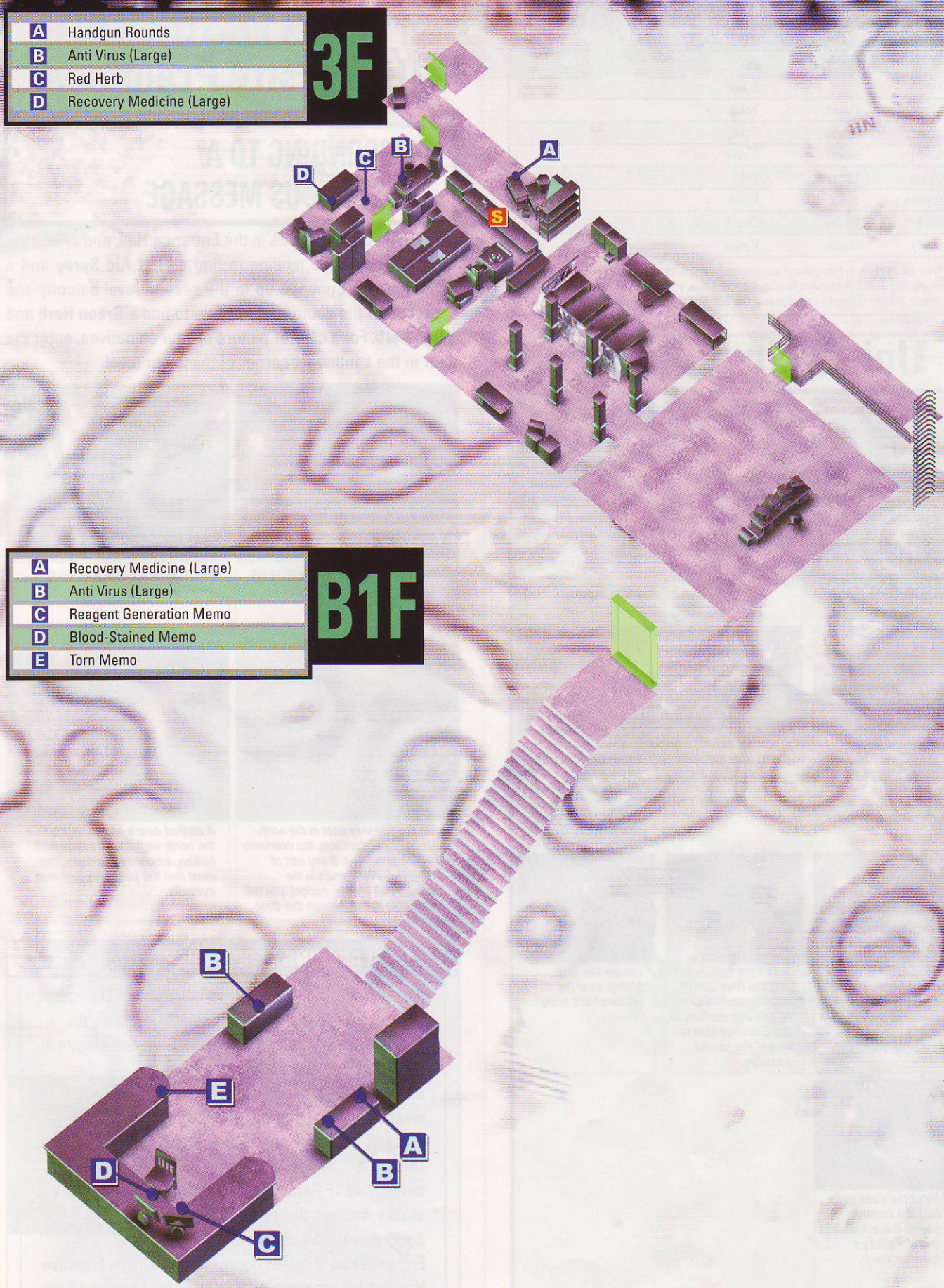
A	Folding Knife
B	First Aid Spray
C	Iron Pipe
D	Red Herb
E	Handgun*
F	University Premises Blueprint
G	Green Herb
H	Lighter
I	Handgun Rounds
J	Anti Virus
K	Peter's Diary
L	Handgun
M	Genealogy Facts
N	Number Memo
O	Blue Herb
P	Part of Torn Memo
Q	Brass Glasses
R	Red Jewel

*Alyssa must open locker with Picking Tool.

2F

A	Green Herb
B	Red Herb
C	Iron Pipe
D	Blue Herb
E	Handgun Rounds
F	Blue Jewel
G	Anti Virus
H	Handgun
I	Handgun Magazine




A Handgun Rounds
B Anti Virus (Large)
C Red Herb
D Recovery Medicine (Large)
3F
A Recovery Medicine (Large)
B Anti Virus (Large)
C Reagent Generation Memo
D Blood-Stained Memo
E Torn Memo
B1F
S

SINGLE PLAY AIPC CALL LIST:

PC	HOLD L2 + RIGHT STICK DIRECTION	
	LEFT*	UP
Kevin	Yoko	David
Mark	David	Yoko
Jim	Kevin	Yoko
George	Kevin	Cindy
David	Cindy	Yoko
Alyssa	Yoko	Kevin
Yoko	Kevin	David
Cindy	David	Kevin

*The characters in this column will accompany the character to the B2F level where the Water Treatment Facility entrance lies, while the characters in the other column will accompany the character to B4F and the Air Exhaust Tower area.

OBJECTIVES:

University Premises



1. *Find and press the hidden wall switch in the General Manager Room to restore power to the cuckoo clock.*



2. *Set the cuckoo clock to the correct time to obtain the Red Jewel.*



3. *Remove the Brass Glasses from the president's bust in the Waiting Room.*



4. *Place the Brass Glasses on the president's bust at the north end of the 2F Passage to reveal a secret door.*



5. *If you are playing as Cindy, play the piano in the Art Safe Room, or...*



6. *...If you are not playing as Cindy, pull one of the cords inside the fireplace in the President Room, and...*



7. *...Take the Blue Jewel from the lowered hand of the statue in the Art Safe Room.*



8. *Insert the Red Jewel and the Blue Jewel into the stuffed deer head's eye sockets in the Entrance Hall to reveal the secret passage.*



9. *Locate the Torn Memo near the dead researcher's body.*

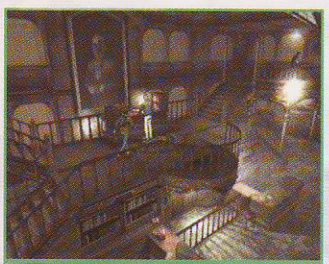


10. *Input the pass code into the computer to power the elevator in the 1F Passage Elevator room.*

WALKTHROUGH: University Premises

RESPONDING TO A MYSTERIOUS MESSAGE

Ascend the central stairs in the Entrance Hall, and check the center desk on the landing to find a **First Aid Spray** and a **Folding Knife**. Continue up to the second level balcony and search near the southwest window to find a **Green Herb** and a **Red Herb**. For a clearer picture of your objectives, enter the door in the southwest corner of the lower level.



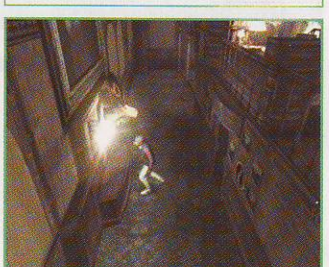
Search the desk on the landing for items.



More recovery aids hide on the balcony upstairs.



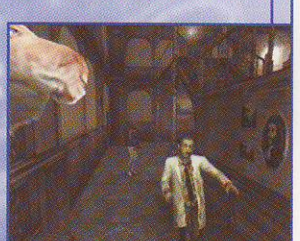
Note the one-way door in the northeast corner of the room, the doorknob of which is missing. If any sort of emergency ever occurs in the Entrance Hall (nudge, nudge), you will not be able to exit through this door.



A stuffed deer's head mounted on the north wall stares at you with hollow, empty eye sockets. You must find the poor creature new eyeballs.

THE SEARCHING RESEARCHER

A researcher zombie is programmed to patrol through several rooms on 1F. The creature starts in the 1F Passage A area. If the creature does not see anyone in that room for a short duration, it will break through the northwest door of that corridor and proceed into the next passage. It moves directly through the 1F Passage B and breaks through the one-way door, moving back into the Entrance Hall. If it does not spot anyone in the Entrance Hall and it does not hear anyone in the Student Affairs Office, it will break into the Waiting Room and return to the 1F Passage A area. If someone is in the Student Affairs Office, the researcher zombie will instead pursue the player characters into that room.



THE DARK ELEVATOR

The computer just inside the 1F Elevator Passage can be used to activate the elevator at the north end. However, the pass code is contained in a memo that has been torn in half. The pass code cannot be input until you obtain the two partial files containing portions of the pass code. The two files are located elsewhere.



The elevator cannot be operated until two halves of a missing file are located.

Meanwhile, search the two lockers to the right of the computer to find a hiding spot and an **Iron Pipe**. A **Lighter** sits on the small book table across from the locker. The only use for a Lighter in this scenario is for David to combine it with a Pesticide Spray to make a Flame Spray. Since it will be some time before a Pesticide can be acquired, it is a good idea to leave the Lighter where it is until later.



Avoid collecting the Lighter until much later in the scenario.

Further back in the room is a Typewriter, and a **Red Herb** is hidden just behind the dividing wall. The first of the three lockers at the top of the room is another hiding spot for anyone but Mark. Only Alyssa, using her Picking Tool, can open the second locker. Inside is a **Handgun**. The last locker contains a **Green Herb**. On the shelves across from the top lockers is the **University Premises Blueprint**, the map of this portion of the scenario.



Alyssa gets first stab at a firearm.

STUDENT AFFAIRS OFFICE

Return to the Entrance Hall and enter the door in the middle of the east wall. Be prepared to perform a daring but easy strategy in the Student Affairs Office. Move south around the desks in the middle of the room. When the camera angle changes, a female zombie spots your character and begins pursuit. Allow it to take a few steps toward you, then turn and run back toward the entrance.



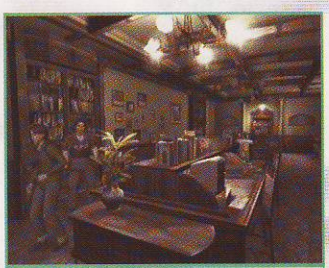
Once you have this zombie's attention, turn and run!



Use the center obstacle to avoid the zombie and reach the Handgun tucked in this drawer.

Run around the north side of the room, navigate down the middle aisle, and go to the reception desk in the southeast corner of the room. Examine the drawers on the right side of the desk to find a **Handgun**. Now you can blow away the female zombie.

An **Anti Virus** pill is on the table right across from the entrance. Among the files on the southwest desk is **Peter's Diary,** which describes a possible cure for the T-virus. Check the closets directly across from the file's location to find **Handgun Rounds**. Near the northeast corner of the Student Affairs Office is the **Genealogy Facts** file, concerning a deer that has a red eye and a blue eye. This is a clue regarding the deer's head in the Entrance Hall. Continue through the eastern door into the next office.



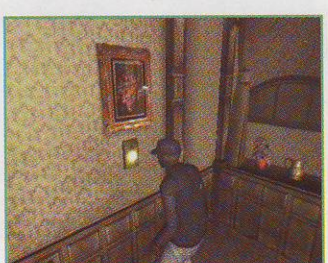
Collect and immediately use every Anti Virus pill you find. Keep your virus gauge stopped as much as possible.

ADMINISTER MEDICINE REGULARLY

"Decisions, Decisions" is by far the longest of the scenarios. It's so time-consuming, in fact, that your virus meter will naturally rise to 100% before you complete the mission! Therefore, find and use Anti Virus pills regularly. It is imperative to your success in this scenario that you stop the virus gauge's rise as often as possible. Before taking Anti Virus and Anti Virus (Large) pills, check to be sure that your gauge is on the rise. If your infection is still stopped from a previous medication, keep an Anti Virus handy for the next time it is needed.

TIME IS IN THE EYE OF THE BEHOLDER

A **Blue Herb** sits on the sill just south of the entrance. Examine the painting on the wall next to the herb, and the picture frame slides upward. Press the button underneath it, and then go examine the cuckoo clock mounted on the east wall. The switch sends power to the cuckoo clock, and you may now move the lighted clock hands. The clock must be set to a certain time. Check the **Number Memo** on the desk to determine the correct time to set the clock.



Slide the picture frame upward to find the hidden power switch for the cuckoo clock.



The Number Memo on the desk tells the time to set the clock...sort of...

Each page of the memo contains what appears to be a random set of numbers. The last page of the document gives you an hour and minute that would normally be impossible to set on a clock. However, each digit is the number you must look at on each of the previous pages. For example, if you look at the first page (in Normal difficulty) and dismiss all numbers except the 4s, a pattern emerges in the shape of a "1." Look at the second page and remove all numbers except 7s, and the pattern takes the shape of a "zero." Therefore, the hour hand must be set to "10."



Examine these patterns well enough, and you can spot a number drawn from numbers.


Set the clock-hand-shaped lights to the time drawn in the four patterns of the Number Memo.

Continue this process for the remaining two pages of the file, and you should eventually come up with the time **10:05**. Return to the clock and set the hour hand to 10. Press Action, and then set the minute hand to 1, which indicates five minutes after the hour. When the time is set properly, the clock opens and the cuckoo emerges. Embedded in the breast of the bird is the **Red Jewel**.


Two eyes are better than one, so go find the poor animal another gem.

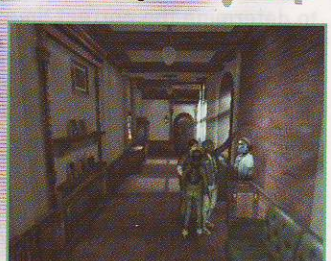
Return to the Entrance Hall with this item, move to the deer's head behind the stairs, and insert the Red Jewel into the eye socket. Now you must procure a gem for the other cavity. Enter the southeast door of the lower level.

Cuckoo Clock Settings

DIFFICULTY	TIME
Easy	3:25
Normal	10:05
Hard	7:40
Very Hard	2:50

A Fine Set of Specs

Enter the Waiting Room and use whatever weapons you have garnered thus far to take down the vigilant zombie officer. Halfway down the narrow chamber, the **Brass Glasses** are perched on the bust of the former school president. A **Green Herb** stands on the side table near the east exit. Continue into the next corridor.


The Brass Glasses are an important key item that will open a valuable short cut through this stage.

Tricky Furniture

The hutch just few feet into the U-shaped corridor on the left can be pushed aside to reveal an item on the ground. However, the hutch is programmed with a random directional shift, so that you will only be able to push the hutch one way or the other each time you play. Therefore, if you're not having any luck pushing it from one side, move to the other side and you should be able to slide the hutch. On the floor under the hutch is a **First Aid Spray**. It may be obscured from view due to the direction that you may have to push the hutch.


If you can't see the floor under the hutch, simply push the piece until you can't anymore, and then check the ground behind it.


Around the corner of the hallway is another hutch set against the north wall. You can also push this object one way or another to obtain Handgun Rounds.

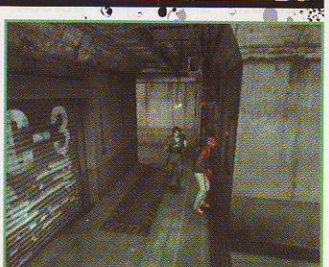
Knowing the Code is Only the Half of It

Check the box near the ladder, just inside the door of the 1F Passage B, to find the **Part of Torn Memo**. This document contains the last three numbers of the four-digit pass code required to operate the elevator. The last three numbers are randomly chosen, but the first number is always 4. Although you now know the code, you must obtain the other part of the memo in order to operate the computer in the 1F Passage Elevator room. Otherwise if you attempt it beforehand, your player character will plead ignorance.


The Part of Torn Memo is half of the document required to operate the elevator.

A Few Thousand Volts Won't Kill You

Further around the corner, there is a switch on the wall. You may push the switch if you like, but use caution. Pushing the switch triggers a high voltage jolt of electricity to shoot out of the sparking wires hanging from the roof. If any of your partner characters are standing below it, they will suffer intense amounts of damage or possibly die!


This electric wire comes into play later, so just leave it alone for now.

A Green Herb and a **Blue Herb** stand in the north section of hallway. Across from the Green Herb is the one-way door that leads back into the Entrance Hall. The double doors at the north end are locked and require some sort of card key. Return to the Entrance Hall.



There's no easy exit from this scenario.

THE 2F PASSAGE

Ascend the central stairs in the Entrance Hall and enter the southeast door on the second level. Although there are items scattered throughout the corridor, you must first deal with the zombies located here. One zombie normally prowls the south section of the passage, and a second will advance when you turn the first corner.



Take down the zombies in the 2F Corridor before scavenging.

After the violence, push the hutch nearest the entrance to find an **Iron Pipe**. A **Blue Herb** sits on the credenza at the southeast corner. At the north end of the corridor, place the Brass Glasses on the bust of the president. A hidden door is revealed on the north wall. However, do not go through the door yet. Backtrack to the section of corridor where two doors stand opposite each other. *If you are playing Single Play mode as Cindy, enter the east door.* When playing as any other character, enter the west door.



Place the Brass Glasses on the president's bust to reveal a hidden door at the north end of the 2F Passage.

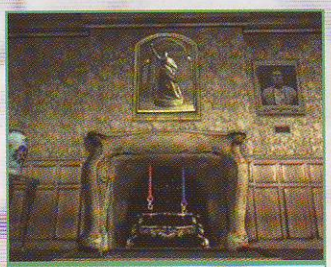
PULLING THE STRINGS

Collect the items from the Drawing Room, including the **Green Herb** near the entrance, the **Handgun** on the coffee table, and the **Anti Virus** pill on the card table. Then proceed into the President Room.



AIPCs and partners will race you for the valuable items in the Drawing Room.

Examine the fireplace to find a portrait of a statue holding a blue gem. There are two cables dangling over the hearth, a blue rope and a red rope. Pull either of the ropes to lower the arm of the statue in the Art Safe Room across the hall. However, there is a 50/50 random chance that the rope you pull will also trigger the appearance of a zombie in the President Room. This special enemy appearance is an item on the Event Checklist and is worth some Completion Ratio points. The portraits of the principals on the west wall provide the clue as to which principal wore glasses. Exit through the Drawing Room to the corridor, and enter the Art Safe Room.



Pull either rope to lower the statue's arm in the Art Safe Room, but do so at your own risk...



Any character except Mark can crawl under the coffee table by the sofa to find a Handgun Magazine.

BEQUEATHED A TREASURE

If you are playing as Cindy, examine the piano located in the south portion of the Art Safe Room. Cindy plays the theme song on the piano, and lowers the arm of the nearby statue. Obtain the **Blue Jewel** from the outstretched hand. If you are playing as any other character, visit the President Room on the opposite side of the 2F Passage and pull one of the fireplace ropes in order to lower the statue's arm.



Any good barmaid can play the piano—everyone knows that!



Don't be the last to reach the Handgun Rounds lying on the ground in the northeast corner of the room.

A VALUABLE SHORTCUT

With the Blue Jewel in hand, enter the secret door revealed in the 2F Passage. The Testing Passage serves as a very handy shortcut during the intense final moments of this scenario, so it is imperative that you open it during this relatively calm early point. Cross the iron grating platform and descend the ladder to the floor below. Another high voltage wire hangs over the ground level, so be careful not to electrocute your partners. Proceed west and pickup the **Handgun Rounds** on the ground. Unlock and open the secret door at the end of the Testing Passage.



The Testing Passage A will make a convenient escape route in the late hours of the scenario.

Cross back through the 1F Passage B to the one-way door that leads back to the Entrance Hall. In the Entrance Hall, stand before the mounted deer head and insert the Blue Jewel into the remaining eye socket. A secret door opens in the wall behind the stairs.



With two eyes able to see, the stuffed deer reveals a hidden passage in the Entrance Hall.

THE SAMARITAN'S FATE

Descend the stairs and proceed into the room until your character discovers the dead body of Peter, the researcher who attempted to contact George. Search the corpse to find the **Blood-Stained Memo**, which mentions a "reagent." Check the computer monitor left of the body to find the **Reagent Generation Memo**. This document outlines in detail the substances you must procure in order to create the T-virus antidote, and where on the university campus to find them.



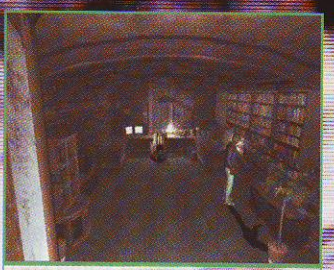
Peter's corpse is surrounded with helpful information.



The Torn Memo is the second half of the document required to operate the elevator. Away we go!

The **Torn Memo** lies at the rear right corner of the desk. This is the second part of the memo containing the elevator pass code. With this in hand, you may now operate the 1F Passage Elevator.

Search the cabinets on the left side of the room to find a **Recovery Medicine (Large)** and an **Anti Virus (Large)**. Another **Anti Virus (Large)** lies on the hutch on the right side of the Study Room. Remember that you can stack multiple medicines of the same type in one item space of your inventory.



Don't neglect to share these medicines with your partner characters, or they may not survive the scenario with you.



With the engagement of the elevator comes a time of great decision-making.

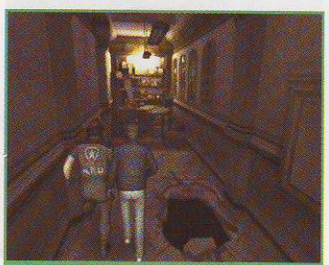
Return to the Entrance Hall and go back to the 1F Passage Elevator. Examine the computer and input the four-digit pass code to operate the elevator. Ride the elevator to 3F.

POSSIBLE 1F PASSAGE ELEVATOR PASS CODES

4032	4161	4927	4284

FAMILIARIZING YOURSELF WITH 3F

Investigating 3F at this point is entirely optional, and if you're playing for time then you may skip it until the end of the scenario. However, during your first game, it's wise to visit here while the circumstances are calm so that you can learn the layout. Proceed to the top of the 3F Passage Elevator area and grab the **Handgun Rounds**. Then return to the west end and enter the door.



Something very angry made that hole in the floor, and you can bet it will return...



The Experiment Prep Room is full of useful medicines.

Check the first desk near the monitor inside the Experiment Preparation Room to find an **Anti Virus (Large)**. Further back in the room lies a fallen **Red Herb**, but it's still good despite the five-second rule. A **Recovery Medicine (Large)** can be found on the southwest desk in the corner.

The large device on the east side of the Experiment Room is the reagent generator. When you find the three substances mentioned in the Reagent Generation Memo, bring them back to this lab and insert them into the device.



Now that you've seen your final destination, go get the reagent ingredients!

CHOOSE YOUR OBJECTIVE

At this point, you have a choice of riding the elevator down to B2F or to B4F. The level you choose determines your course for the rest of the scenario. If you choose to go to B2F and descend the manhole ladder to B3F, you have chosen to explore the Water Purifying Facility and procure the P-Base. In Single Play mode, one AIPC will accompany you and the other will go to B4F to search the underground railway and the Air Exhaust Tower. Once you obtain the sample, ride the elevator down to B4F and meet your partner in the Old Subway Rail Siding area. If that character is still alive, he or she should have the V-Poison in his or her inventory.

If you choose to ride to B4F, you must search the Old Subway and the Air Exhaust Tower to find the V-Poison. One AIPC will go with you, while the other will travel to the Water Purifying Facility. Once you have obtained the sample, return to the B2F Passage Elevator room to find your wayward partner. If that character is still alive, he or she should be holding the P-Base in his or her inventory.

If one or more of your AIPCs are already dead, you must explore both areas and obtain both substance samples on your own. Given the large scope of the university campus area, there is a very small likelihood that you will accomplish both ends before your virus gauge reaches 100% and you die.

Likewise, if you are off exploring an area and too much time passes, or if the AIPC accompanying you dies, there is a higher chance that the partner who went to explore the other portion of the campus will also die. If you go to the meeting place and the missing partner character is not present, open the map and see if you can locate his or her corpse on the display. Go find your dead partner, and check that person's inventory to see if he or she managed to procure the substance before expiring. Most likely, the character failed to get the substance he or she sought and you must complete that part of the mission.

In Network Play mode, it is recommended that two players go to B2F, and that two go to B4F. Everyone should meet up in the parking lot behind the university's main building, and then continue the rest of the scenario from there.

Whichever path you choose, flip ahead to the appropriate section of the guide.

INSIDER'S ADVICE

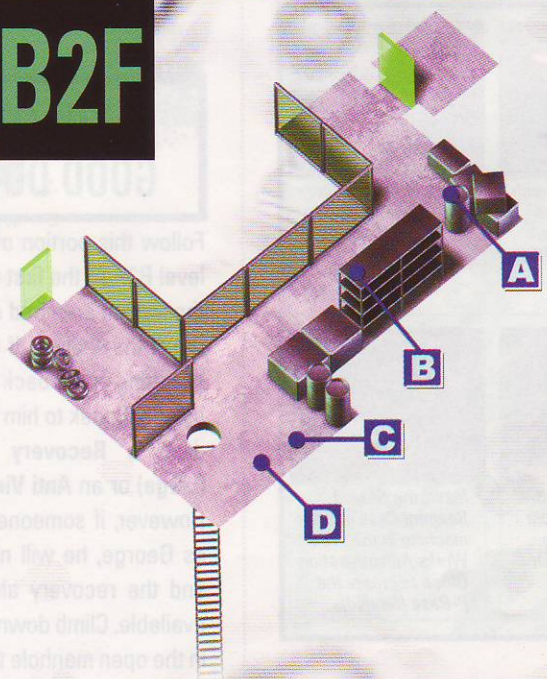
Players undertaking "Decisions, Decisions" for the first time may have an easier go of it by choosing to explore the Water Purifying Facility on B2F. The Air Exhaust Tower is home to a hive of Giant Wasps, which can inflict POISON status with their sting attacks. For this reason, survival is much more difficult in the Air Exhaust Tower.

Water Treatment Facility

B2F

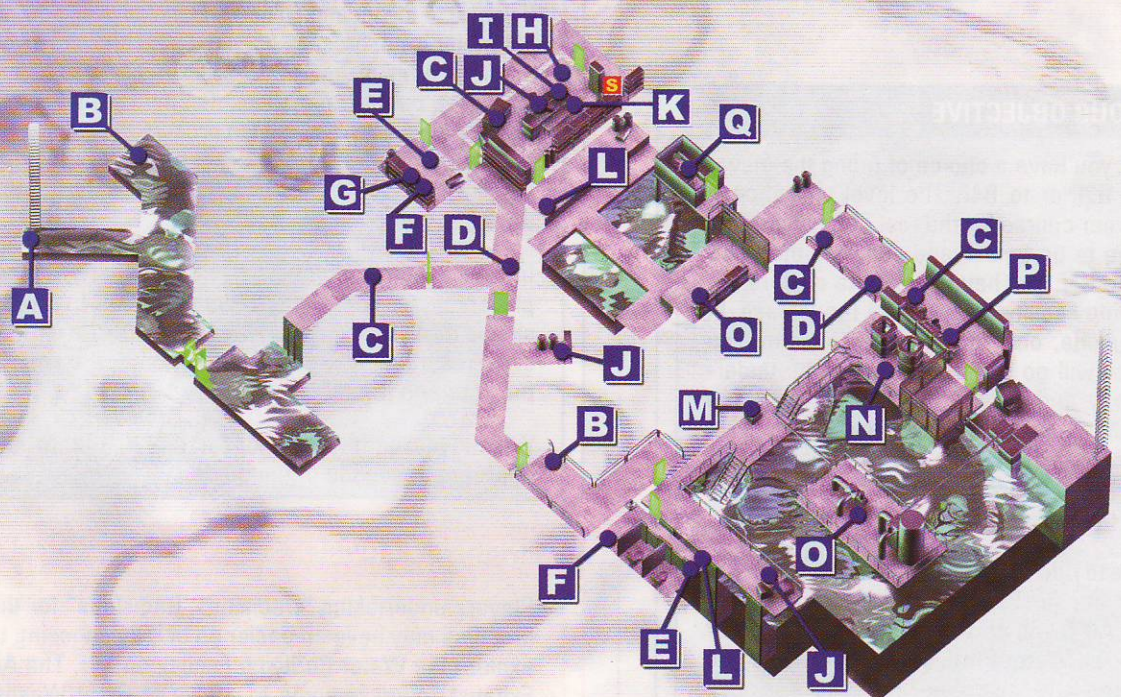
- A Pesticide Spray
- B First Aid Spray
- C Anti Virus (Large)*
- D Recovery Medicine (Large)*

*Items appear only if George is *not* a player character.



B3F

A	Folding Knife
B	Iron Pipe
C	Green Herb
D	Red Herb
E	Grenade Launcher with Burst Rounds
F	First Aid Spray
G	Water Purifying Facility Map
H	Handgun
I	Reagent Case
J	Handgun Rounds
K	Cable Repair Request
L	Blue Herb
M	45 Auto Rounds
N	Key with a Red Tag
O	Burst Rounds
P	Anti Virus (Large)
Q	Sealed Reagent Case



OBJECTIVES:

Water Treatment Facility



1 *Obtain the Key with Red Tag from the Water Purifying Facility.*



2 *Unlock the door with the red marking in the Water Works Administration Office.*



3 *Use the console in the Water Tank to release the door lock.*



4 *Shimmy across the pipes in the Water Purifying Facility.*



5 *Obtain the Sealed Reagent Case from the observation booth in the Water Tank.*



6 *Insert the Sealed Reagent Case into the machine in the Water Works Administration Office to create the P-Base (Sealed).*

WALKTHROUGH: Water Treatment Facility

RENDEZVOUS WITH THE GOOD DOCTOR

Follow this portion of the walkthrough if you ride the elevator to level B2F. At the first corner is a **Pesticide Spray**. Continue around the fenced area and climb the crates to reach a **First Aid Spray** on top of the shelves. If George is not a player character, then he will be sitting in the back of the east alcove. Speak to him and he will drop a **Recovery Medicine (Large)** or an **Anti Virus (Large)**. However, if someone is playing as George, he will not be here and the recovery aids are not available. Climb down the ladder in the open manhole to enter the Water Purifying Facility.



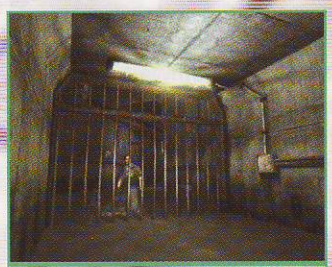
George provides a few aids to help you survive, but only if he is not a player character.

WARNING!
AVOID THE PIER!

Do not exit through the southwest door of the B2F Passage Elevator room. If you enter the Pier area, one of the AIPCs may wander out too far and get eaten by a Neptune shark! Do not investigate the Pier area until after you've acquired the P-Base.

CAMPUS SEWERS

The player characters descend into an underground sewer. Search the chained barrier near the ladder's base to find a **Folding Knife** hidden under the water's surface. Wade through the narrow channel to the main chamber. If you search the bars at the west end of the passage, you'll find an **Iron Pipe** underwater. Head southeast and move the gate into the next area.



Search the ends of the West Waterway to find some additional melee weapons.

As you head into the East Waterway, watch out for a zombie that hangs out below at the base of another ladder. Climb the iron rungs with a weapon equipped and ready, because another zombie waits to greet you at the top. Use the **Green Herb** in the passage to heal if necessary, and head through the door.



This zombie loves to attack just as the camera angle shifts. Stay safe by shooting from just inside the entrance.

EARLY GRENADE LAUNCHER ACCESS



This bored zombie barely notices your presence, even when shot.

Move quickly into the center of the passage and take out the zombie dozing on its feet. Use the **Red Herb** to spice up your other herbs, then head northwest and open the door. Proceed to the next corner, and enter the Shed.

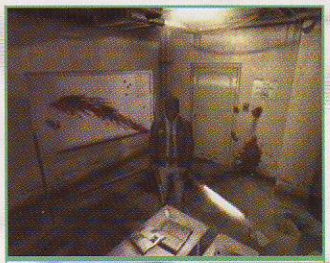


Heavy firepower will come in handy against some tough enemies, coming up directly.

Try to avoid competing for the **Grenade Launcher with Burst Rounds** on the shelf, because it is a little early to start toting this powerful weapon around. Look for a **First Aid Spray** on the shelves further back in the room, and take the **Water Purifying Facility Map** for future reference.

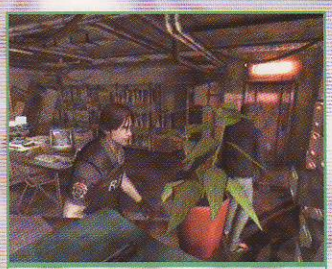
THE WATER WORKS ADMINISTRATION OFFICE

Exit the Shed and continue north in Access Way A, watching out for a zombie guarding the door at the top end. Just inside the Water Works Administration Office, a **Handgun** lies on the ground. Give it to your partner if he or she is ill equipped. Lying on the corner of the table near the entrance is a **Reagent Case**. However, if you use this case to create the P-Base at the machine further back in the room, the sample will be unsealed. By the time you get back to the 3F Experiment Room in the university building, the P-Base sample will have depleted itself from oxygen contamination. You need to find a better case than this, and doing so requires a little more work.



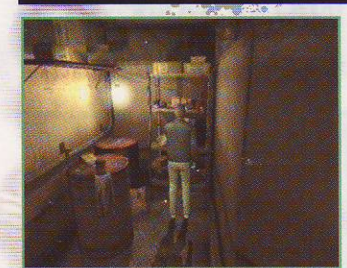
Don't use the Reagent Case. Once you have a better case, you can return here to create a proper P-Base sample.

Handgun Rounds lie beside the computer keyboard, and a **Green Herb** rests on the file cabinet in the back corner of the room. The door in the corner is locked tight, and it bears a red marking. No amount of force will nudge the door. The proper key is required in order to bypass this barrier. Even Alyssa can't unlock the door with her Picking Tool. Exit the Water Works Office and return back through the Access Way to the southeast door.



The red door in the corner cannot be broken open. You need the right key.

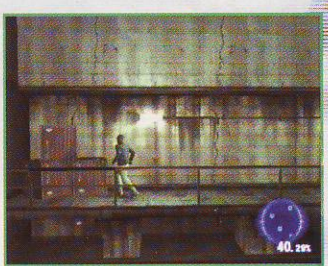
UNLEASHING AQUATIC TERROR



Check these shelves in Access Way B for extra ammo.

Follow the corridor back to Access Way B. Search the shelves in the small alcove in this passage to find **Handgun Rounds**. Continue heading southeast. Just inside the Underground Tunnel, an **Iron Pipe** lies near the gap in the rail. Continue east through the door.

Inside the Water Purifying Facility, walk directly east from the entrance to find **Handgun Rounds** sitting on a crate. Enter the door in the south wall, which leads to a small Restroom.

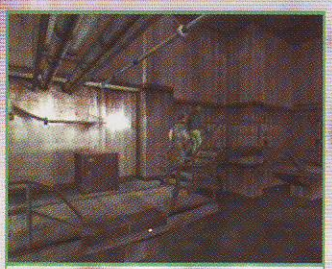


All this water makes a person want to use the Restroom.

Another **Grenade Launcher with Burst Rounds** stands outside the top stall in this grizzly bathroom, beside a **Blue Herb**. A **First Aid Spray** can be found in the south alcove. Be sure to equip yourself and your partner with Grenade Launchers at this point, and then exit the Restroom.



Don't hog all the Grenade Launchers for yourself!



Crossing the bridge triggers a terrifying event.

Head north from the Restroom to find **45 Auto Rounds** sitting on a crate. Double-check your equipment to make sure all your characters are well armed, and then proceed north through the Water Purifying Facility across the small bridge.

A Hunter γ breaks free of its isolation chamber. When the action resumes, continue running toward the isolation chamber and pick up the **Key with a Red Tag** that fell on the ground. As you return across the bridge, a Hunter γ attacks. Blast it with two Burst Rounds or several Handgun shots. Flee from the area, returning through the Access Ways to the Water Works Administration Office. Be careful of new enemies in the Underground Tunnel and the Access Ways.



Hunter γ can be killed with one or two Burst Rounds, or roughly a dozen shots from a Handgun. If equipped with a pistol, don't try to stand your ground. Be sure to move out of harm's way as needed.

RELEASING THE WATER TANK DOOR LOCK



Climb off the ledge quickly to enable a better view of the Water Tank, and the lurking horrors that protect this place.

Return to the Water Works Administration Office and use the Key with a Red Tag to unlock the door in the southeast corner. A **Blue Herb** stands just inside the entrance of the Water Tank. Hop down from the ledge and the camera angle changes to show two Hunter γ in the room.

After dealing with the monsters, cross to the control panel on the east wall and climb onto the platform. Grab the **Burst Rounds** on the right side of the console, and then examine the portion where a monitor dimly flickers. Use the controls to release the water tank door lock.



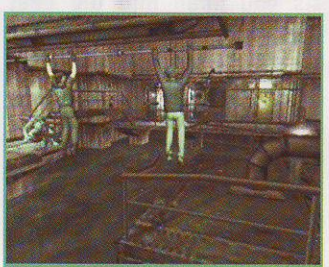
After releasing the lock on the northwest door, you must now navigate all the way back around the entire treatment facility to get inside the Water Tank's caged area.

DANGLING LIKE FISH ON A LINE

Make sure that all Hunter γ in the Water Purifying Facility are dead. One creature typically patrols the southwest area near the entrance, and another waits idly on the northeast platforms. Make sure the southwest Hunter γ is down for the count. Then move to the gap in the rail near the location of the 45 Auto Rounds, and press Action to jump up and grab hold of the pipeline overhead. Your character will shimmy left or right across the pipe according to the direction you hold the Left Analog Stick. However, if you fail to eliminate all of the Hunter γ in the room, one of them might swim under the pipe, leap up and snatch your character off the line like a piece of bait!

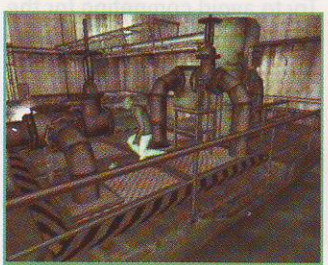


The Hunter γ can swim through the water much faster than any character, so stay on dry land.

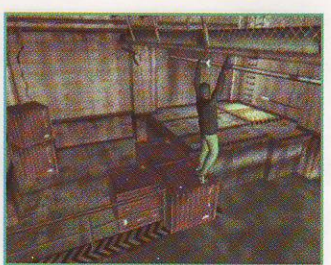


Shimmying across the pipes leaves your character vulnerable to attack from swimming Hunters.

When you reach the end of the first pipeline, your character will drop to his or her feet again. Search behind the large machinery to find **Burst Rounds**. Move to the north side of the central platform and fire across the water to hit the Hunter γ perched on the northeast crates. If the creature jumps into the water, be sure to kill it before proceeding. If you cannot kill the creature, direct an AIPC or partner to cross the pipeline ahead of you using the "Go!" command. If the Hunter leaps out of the water to attack, fire a Burst Round. Shoot with the proper timing and you will prevent damage to your ally and kill the monster. Afterward, jump up to grab the second pipeline. Shimmy north across another stretch of water to the north platform. Head left, climb into the fenced area, and enter the door.



Additional Burst Rounds are tucked behind the machinery.



Ensure the safety of the area before shimmying across the north pipeline.



Search the console near the entrance to the Quality Assurance Testing Room to find a much-needed Anti Virus (Large). A Green Herb sits on a cart near the west door.



Another Hunter γ protects the north platform of the Underground Tunnel. Use the Red Herb and Green Herb planted here to recover as needed.

CREATING A PROPER P-BASE SAMPLE

Enter the Water Tank through the northeast door. Proceed around the corner and climb onto the platform. Inside the observation booth, find the **Sealed Reagent Case** on the folding chair. This case will hold and preserve a P-base specimen long enough for you to return to the Experiment Room inside the university building.



The Sealed Reagent Case allows you to create a P-base sample that you can actually use.

Exit the booth and move left on the raised platform. Press Action at the ledge to drop into the water below. Swim over to any part of the platform and press Action to climb out. Take care of the Hunter Υ again if necessary, and then reenter the Water Works Administration Office.



Press Action to drop from the ledge outside the observation booth, into the water below.

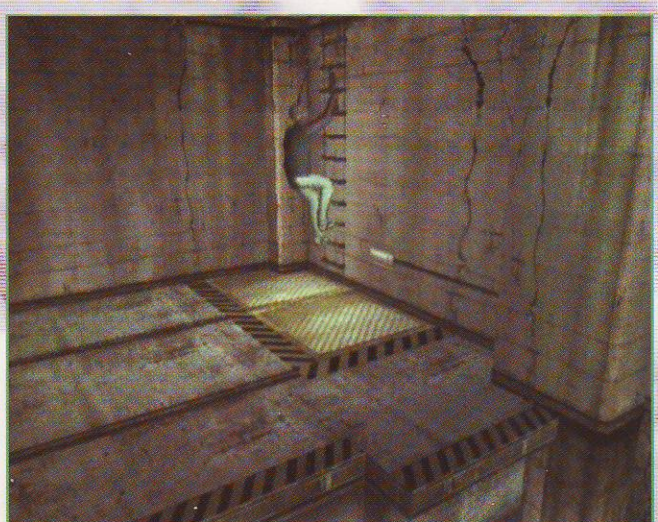
Use the Sealed Reagent Case at the machine next to the computer to obtain the **P-Base (Sealed)**. You have finally obtained one of the key reagents needed to make the "Daylight" T-virus antidote!



Use the Sealed Reagent Case at the machine in the Water Works Administration Office to produce the P-Base.

EXIT THE FACILITY

Return through the Access Ways to the Water Purifying Facility. Shimmy across both pipelines, and climb the ladder in the northeast corner of the facility. At this point, you will witness the events in the Back Square involving Thanatos. Flip to the section titled "WALKTHROUGH: University Campus" to resume your journey.

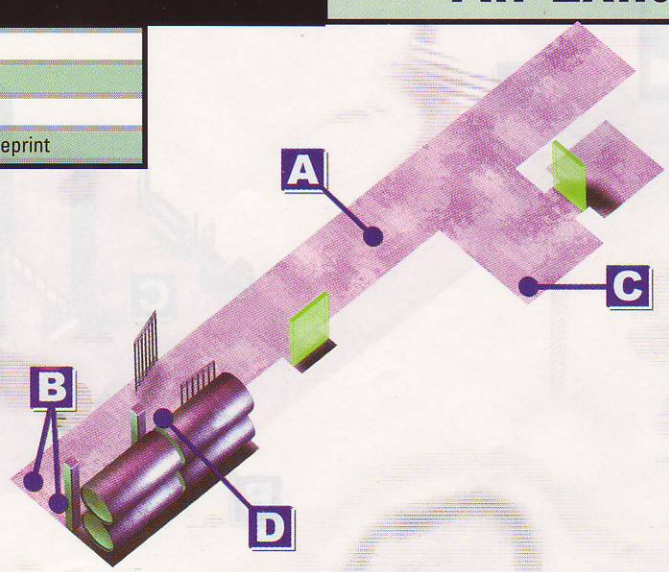


Climb the northeast ladder in the Water Purifying Facility to exit the lab. Greater dangers lie ahead...

B4F CORRIDOR

Underground Railway and Air Exhaust Tower

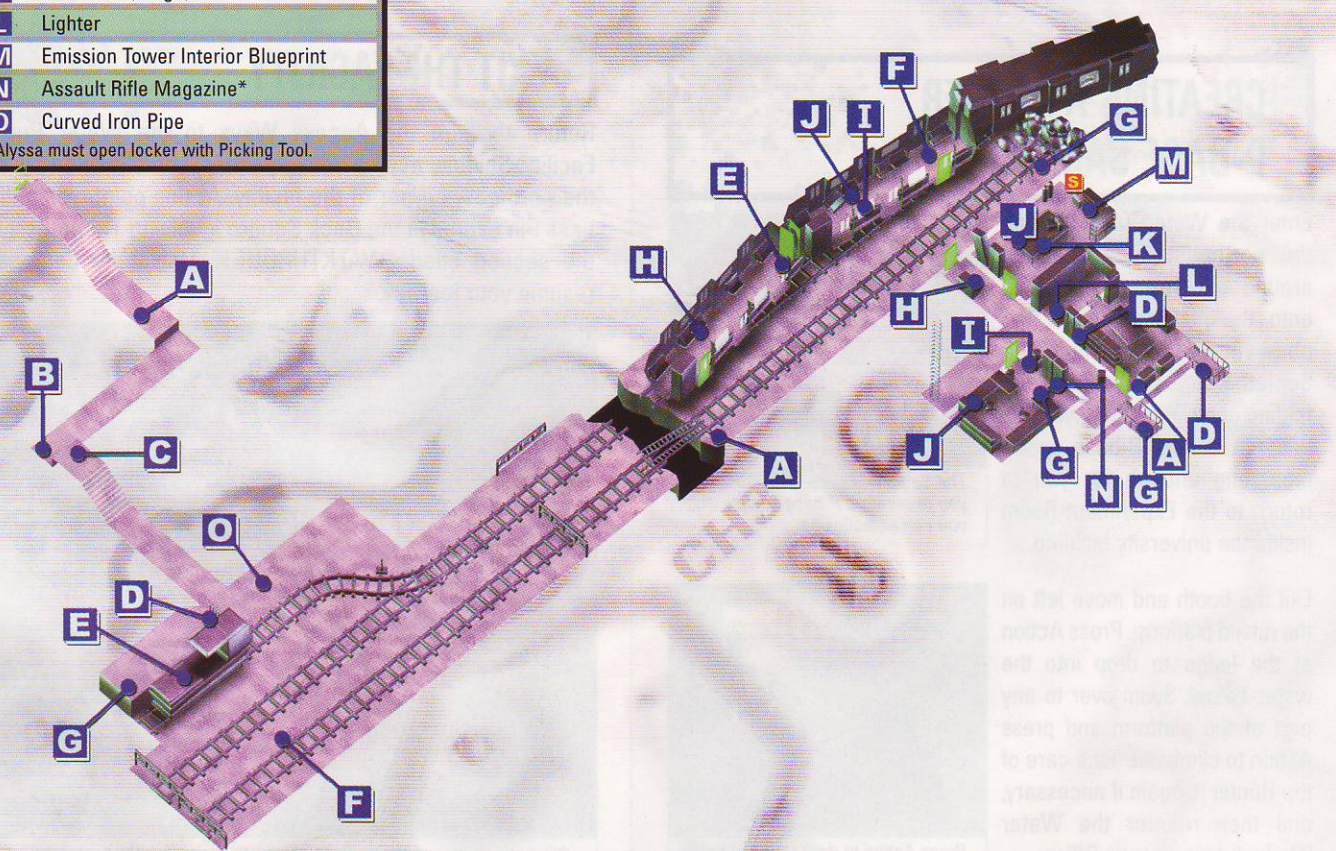
A	Antidote
B	Blue Herb
C	Pesticide Spray
D	Old Subway System Blueprint



B4F UNDERGROUND RAILWAY

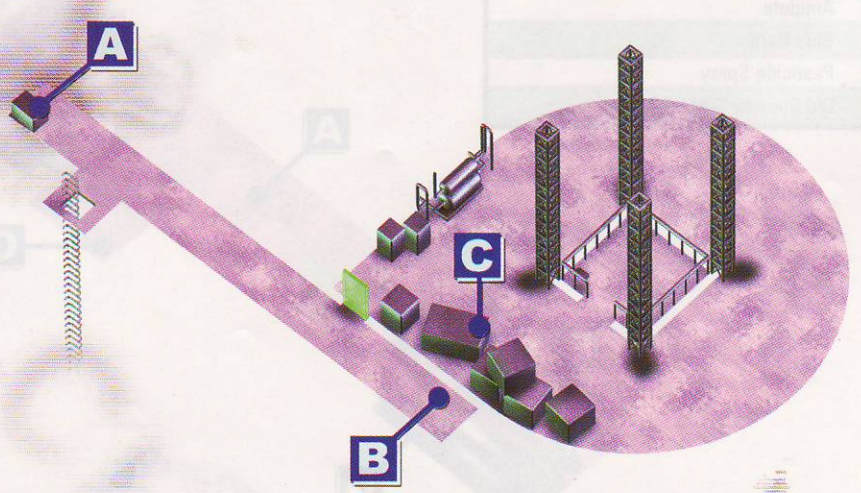
A	Iron Pipe
B	Folding Knife
C	45 Auto Rounds
D	Blue Herb
E	Assault Rifle
F	Red Herb
G	Green Herb
H	First Aid Spray
I	Assault Rifle Magazine
J	Handgun Rounds
K	Anti Virus (Large)
L	Lighter
M	Emission Tower Interior Blueprint
N	Assault Rifle Magazine*
O	Curved Iron Pipe

*Alyssa must open locker with Picking Tool.



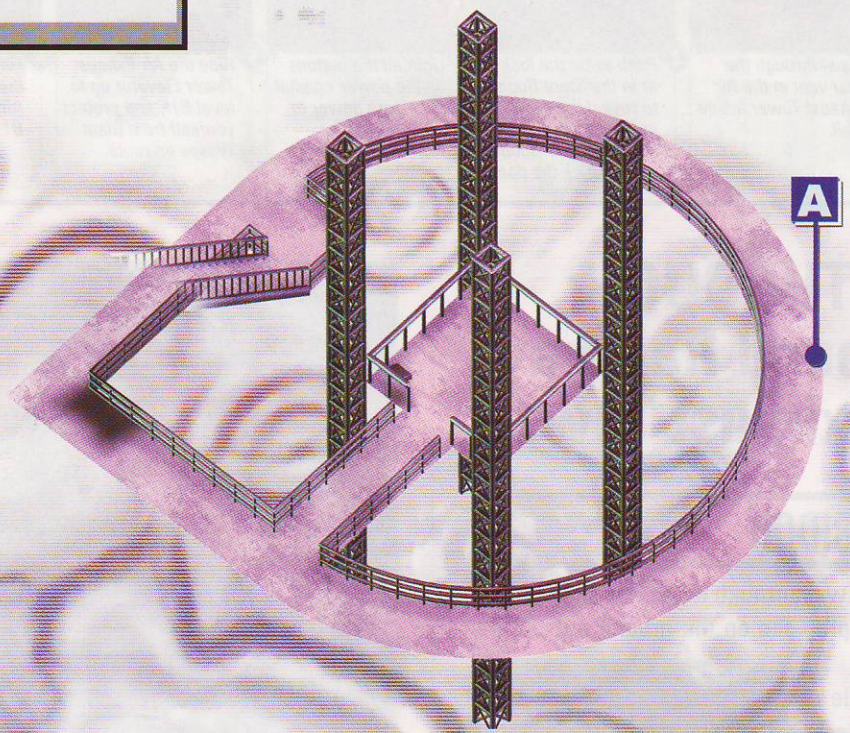
B3F AIR EXHAUST TOWER

A	Pesticide Spray
B	Handgun
C	Handgun Rounds



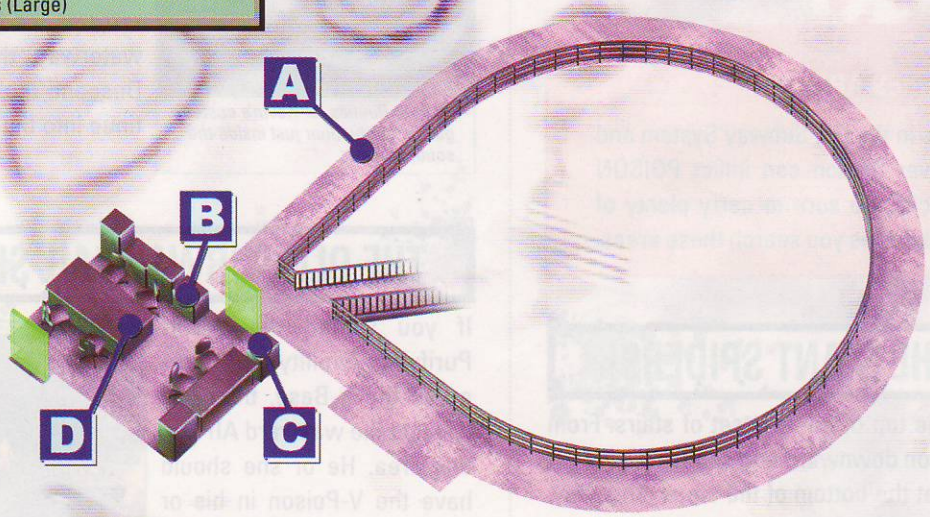
B1F AIR EXHAUST TOWER

A	V-Poison



1F AIR EXHAUST TOWER

A	Blue Herb
B	First Aid Spray
C	Antidote
D	Anti Virus (Large)

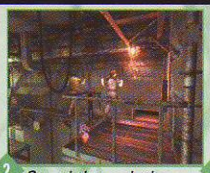


Underground Railway and Air Exhaust Tower

OBJECTIVES:



1 Crawl through the open floor vent in the T-Shaped Passway, or lock-pick the door.



2 Crawl through the floor vent in the Air Exhaust Tower Inside Wall.



3 Push aside the locker in the Store Room to reveal the crawlspace into the Spare Power Supply Room, or lock-pick the door.



4 Light all the buttons on the power conduit to restore power to the elevator.



5 Ride the Air Exhaust Tower Elevator up to level B1F, and protect yourself from Giant Wasps en route.

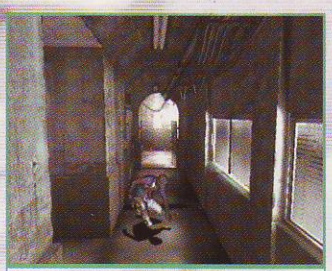


6 Find the V-Poison on the north wall of the Air Exhaust Tower B1F level.

WALKTHROUGH: Underground Railway and Air Exhaust Tower

THE B4F CORRIDOR

Follow this portion of the walkthrough if you ride the elevator to level B4F. **Pesticide Spray** sits on the ground outside the elevator doors, and an **Antidote** lies in the middle of the corridor. **Two Blue Herbs** rest at the south end of the corridor. The **Old Subway System Blueprint** is posted on the safety bars to the left. Enter the door in the middle of the east wall in the corridor.



Stock up on anti-toxins in the B4F Corridor.

WARNING!
POISONOUS ENEMIES ABOUND!

Many of the enemies in the Old Subway System and the Air Exhaust Tower Station can inflict POISON status via their attacks. Be sure to carry plenty of Blue Herbs and Antidotes as you search these areas.

ATTACK OF THE GIANT SPIDERS!

Follow the corridor to the top of the first set of stairs. From this position, aim a weapon downward and shoot at the Giant Spider perched silently at the bottom of the steps. This way, you can avoid giving the spider a chance to attack preemptively. At the foot of both sets of stairs, an **Iron Pipe** lies on the south side of the passage. Continue east and climb down into the water.



Giant Spiders can be taken down easily with a clip's worth of bullets.

Shoot at a second Giant Spider that likes to crawl on the walls and ceiling. Search the bars blocking the passage south to find a Folding Knife. Climb up onto the platform, unless the third Giant Spider is perched on the edge. If so, shoot the monster until it retreats or jumps into the waterway, then go after it. Descend the stairs and continue into the next area.



45 Auto Rounds for Kevin's custom gun lie on the floor just inside the south corridor.

THE OLD SUBWAY RAIL SIDING

If you visited the Water Purifying Facility and procured the P-Base, then you will find the wayward AIPC in this area. He or she should have the V-Poison in his or her possession. But if you are here on a mission to find the V-poison yourself, then check the area for items.



A Curved Iron Pipe lies on the ground a few feet north of the entrance.

Ascend the stairs and search the loading platform to find a **Blue Herb** and a **Green Herb**. If you would like an additional mixer, a **Red Herb** is tucked behind a column between the rails. Hidden on the flatbed of the parked engine is an **Assault Rifle**. This fully automatic machine gun holds 30 rounds just like the Sub Machinegun from "The Hive," except it can be reloaded only with Assault Rifle Magazines. Proceed north up the rails to the next section.



A powerful weapon lies hidden on the flatbed.

BUZZING IN THE DARK

Move north and walk on the railway tracks across the chasm. In the next camera angle, an **Iron Pipe** sticks out of the ground directly in front of view. The Old Subway Tunnel is swarming with three Giant Wasps. These mutated insects can inflict POISON status with their tail sting attacks, so avoid conflict with them and keep moving while in their vicinity. Run quickly to the open doorway of the wrecked subway car parked nearby and get inside. If you are stung and poisoned in spite of your efforts, take out the Giant Wasps with Handgun fire before you administer an Antidote or Blue Herb. Otherwise, the next Giant Wasp you encounter will merely poison you again.



Avoid poisonous Giant Wasp stings by seeking the relative safety of the wrecked subway cars.

PASSENGER CAR INSPECTION

Stand near the entrance of the South Car and shoot down the aisle until you hear the thud of a zombie hitting the floor just off-screen. Then move in and finish the job. Someone left a **First Aid Spray** on the passenger seat near the entrance. A second **Assault Rifle** lies on the seat near the exit to the North Car. Offer this automatic gun to your partner or AIPC.



Fire off-screen to hit enemies you can't see, before they have a chance to surprise attack.

Gun down the zombie passenger waiting just a few feet inside the North Car's door, then proceed into the car and take down a second zombie. On the seat to the right is an **Assault Rifle Magazine**, good for refilling an Assault Rifle at any time. **Handgun Rounds** lie on the opposite seat. On the ground near the north exit from the cars is a **Red Herb**. Prepare yourself and your posse, and then exit the North Car. Dash directly across the rails and enter the door on the east wall, before any Giant Wasps have a chance to sting.



Moving through the passenger cars, rather than the tunnel outside, is a safer passage with greater rewards of supplies.

ZOMBIE BREAKOUT

Use the **First Aid Spray** lying on the cart just inside the doorway to recover your character or partners if necessary. A short time after you enter here, several zombies will break through the glass of the inaccessible room in the south branch of the T-Shaped Passway. Use an Assault Rifle to maintain crowd control. Afterward, head back toward the entrance and enter the door on the north wall.



Wait until the zombies rise, then mow them down with an Assault Rifle.

SUPPLY RAIDS

Scarf up all the supplies in the Underground Management Office, including the **Handgun Rounds** on the southwest corner of the center table and an **Anti Virus (Large)** near the computer's keyboard. The **Emission Tower Interior Blueprint** map is on the rear shelves. Now that you can view all the room names on the map, exit the office and go to the Control Room.



Finding all the maps in the scenario counts toward your Event Checklist and Completion Ratio.

Search the water cooler just inside the Control Room's entrance to find an **Assault Rifle Magazine**. The first locker on the north wall can be used as a hiding place, and Alyssa can use her Picking Tool on the second locker to obtain another **Assault Rifle Magazine**. A **Green Herb** is plainly visible on the counter. Check the blue notebook beside the herb to find the **Section of a Diary**. Examine the file cabinet on the lower west side of the Control Room and open the top drawer to find **Handgun Rounds**.



Lots of ammo can be found in the Control Room.

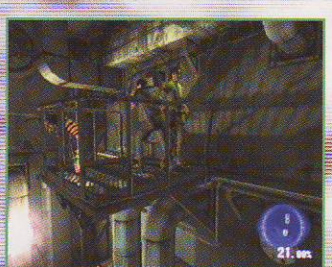
DEADLY CRAWL

Exit back to the T-Shaped Passway and follow the east passage. The door at the end is locked, but Alyssa can use her Picking Tools to open it. If you're playing as any other character, you can force the door open or crawl through the open floor vent in the east wall.



Use the crawlspace at the end of the corridor, or beat your way through the nearby door.

A Giant Wasp buzzes around the Air Exhaust Tower Inside Wall area, and it would be detrimental to try anything until you've blasted it from the sky. Aim upward and wait until the Wasp pauses overhead, about to strike. Then press L1 to switch your aim to the Wasp's current location and shoot it.

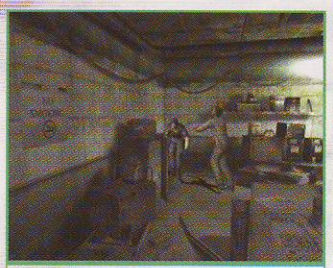


Blast the Giant Wasp out of the air before attempting to sidestep across this ledge.

A **Green Herb** and a **Blue Herb** in this area will help you recover from damage or poisoning. Once the insect threat is exterminated, move to the gap in the rail and press Action to step onto the ledge. Cross the ledge to the north end, and crawl through the open floor vent into the Store Room.

THE STORE ROOM

A zombie waits inside the Store Room. After barging or crawling into the room, move a safe distance from the enemy and eliminate it. An **Iron Pipe** rests near the south door, and a **Blue Herb** is in one of the lockers in the room's southwest corner. Alyssa can open the door in the west wall using her Picking Tools. Other characters can either force the door open or look for an alternate route into the next room. A locker on the west wall can be pushed north, revealing an open crawlspace into the Spare Power Supply Room.



Protect yourself as you crawl into the room.



Push aside the locker to reveal an open vent into the next room.

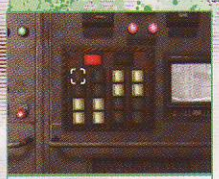
RESTORING THE AIR EXHAUST TOWER ELEVATOR POWER

Someone left a **Lighter** on the table by the door. The large power conduit in this room has been deactivated. Examine the glowing panel on the conduit to find a pattern of lit and unlit lamps. Just as encountered in "Hellfire," certain patterns appear, depending on your game's difficulty level. When you select any button and press Action, the button you press, as well as the four surrounding lights in an X-shaped pattern, will toggle on or off. Find your pattern below and solve the puzzle as shown. Starting from the first button press, you have only a short time to finish the puzzle before you must start over. Solving the puzzle allows you to ride the Air Exhaust Tower Elevator up to the surface.

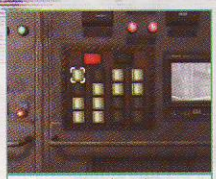


Solve the electric power grid puzzle to restore power to the nearby elevator platform.

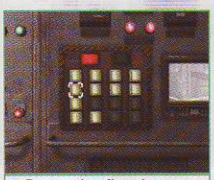
PATTERN 1



This is one of the patterns appearing in Easy difficulty. Four buttons are lit in the upper right and lower left corners.



Press the first button in the first row.



Press the first button in the second row.

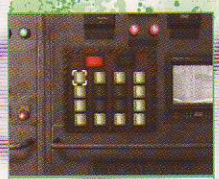


Press the third button in the fourth row.

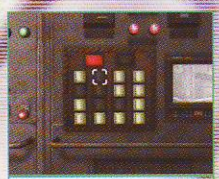


Press the fourth button in the fourth row. Puzzle complete.

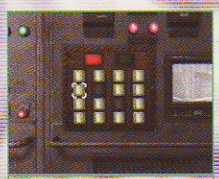
PATTERN 2



This is the other pattern appearing in Easy difficulty. The buttons all around the outer edges of the square are lit.



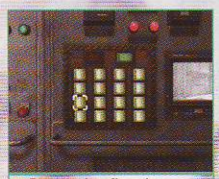
Press the second button in the first row.



Press the first button in the second row.



Press the second button in the fourth row.

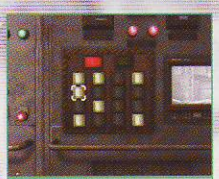


Press the first button in the third row. Puzzle complete.

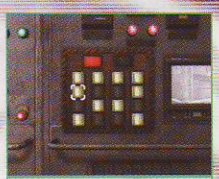
PATTERN 3



This is one of the patterns appearing in Normal difficulty. The four corner buttons are lit.



Press the first button in the second row.



Press the fourth button in the second row.



Press the first button in the third row.

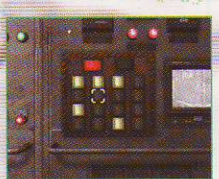


Press the fourth button in the third row. Puzzle complete.

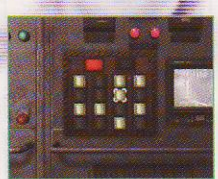
PATTERN 4



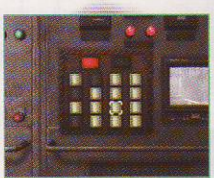
This is the other pattern appearing in Normal difficulty. Four buttons are lit in a curved pattern up the center of the square.



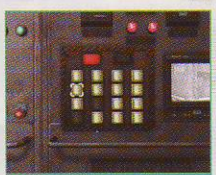
Press the second button in the second row.



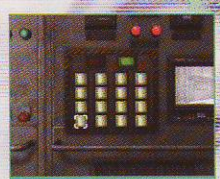
Press the third button in the second row.



Press the third button in the third row.

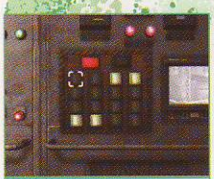


Press the first button in the second row.

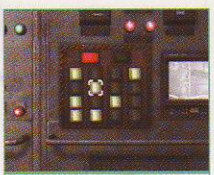


Press the first button in the fourth row. Puzzle complete.

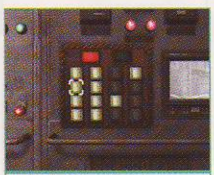
PATTERN 5



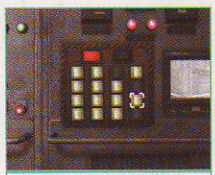
This is one pattern appearing in Hard difficulty. Two buttons on the top and bottom rows are lit.



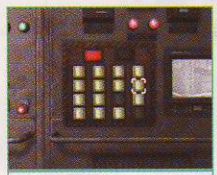
Press the second button in the second row.



Press the first button in the second row.



Press the fourth button in the third row.

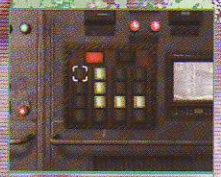


Press the fourth button in the second row.

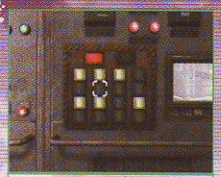


Press the fourth button in the fourth row.

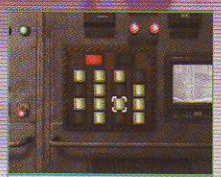
PATTERN 6



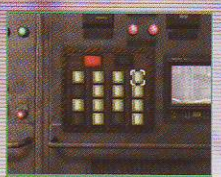
This is the other pattern appearing in Hard difficulty. Five buttons in an L-shaped pattern are lit.



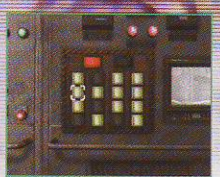
Press the second button in the second row.



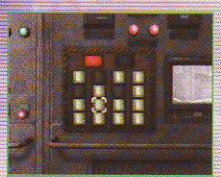
Press the third button in the third row.



Press the fourth button in the first row.



Press the first button in the second row.



Press the second button in the third row.

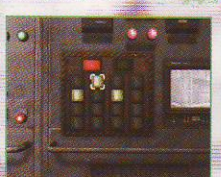


Press the second button in the first row. Puzzle complete.

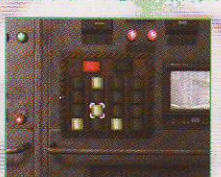
PATTERN 7



This is a pattern appearing in Very Hard difficulty. None of the buttons are lit. The solution requires eight steps, so press the buttons quickly.



Press the second button in the first row.



Press the second button in the third row.



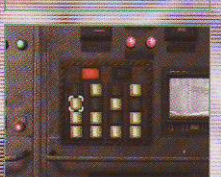
Press the third button in the second row.



Press the second button in the fourth row.



Press the fourth button in the fourth row.



Press the first button in the second row.

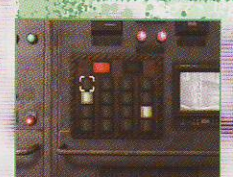


Press the fourth button in the second row.



Press the first button in the first row. Puzzle complete.

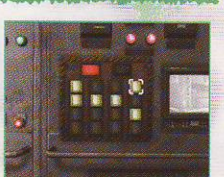
PATTERN 8



This is the other pattern appearing in Very Hard difficulty. Only two buttons are lit. The solution requires nine steps, so press the buttons quickly.



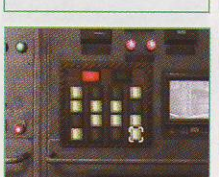
Press the first button in the first row.



Press the fourth button in the first row.



Press the first button in the fourth row.



Press the fourth button in the fourth row.



Press the fourth button in the second row.



Press the second button in the fourth row.



Press the third button in the second row.



Press the fourth button in the first row.



Press the third button in the fourth row. Puzzle complete.

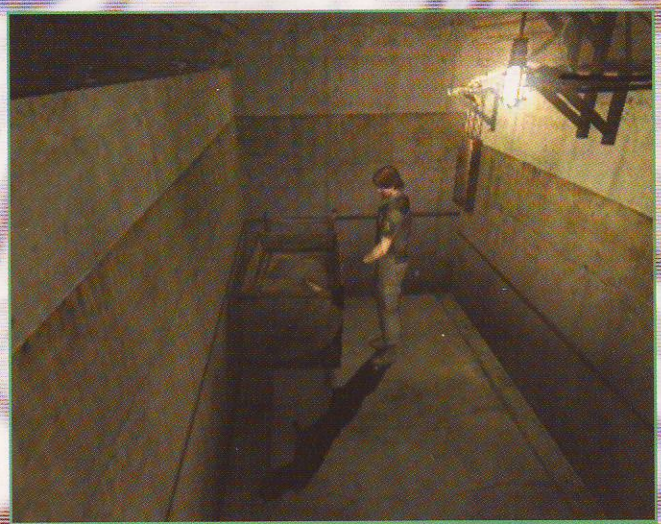
PATH TO THE EMISSIONS TOWER ELEVATOR

After power has been restored, let yourself out of the Spare Power Supply Room and return to the T-Shaped Passway. Climb up the ladder at the south end.

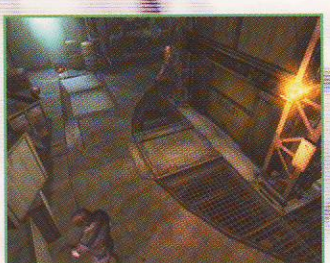


Ascend the ladder just past the area where the zombies broke loose.

A can of **Pesticide Spray** sits on the cart at the west end of the Air Exhaust Tower Access Way. Search the shelves at the east end to obtain a **Handgun**. Enter the door on the north wall.

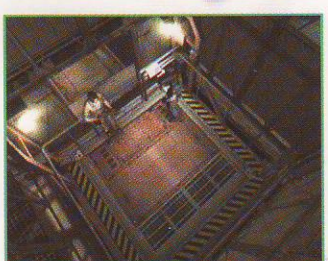


Try not to bog down your inventory with unneeded items at this point.



Get onboard the central lift quickly to avoid the poisonous Wasps' stings.

In the Air Exhaust Tower Lower Part, **Handgun Rounds** sit on the equipment a few feet away from the door. Grab them and get on the elevator platform as quickly as possible, because three Giant Wasps patrol this level.



Wait until your AIPCs or accompanying player characters are aboard the elevator platform alongside you before using the controls to raise the lift, or they will get left behind!

Once you are on board, wait for your AIPC or partners to follow and then use the controls in the upper right corner of the platform to raise the lift. Reload your weapon quickly, because you are about to experience a dangerous ride!

WASP SHOOTING GALLERY

As the elevator platform ascends, Giant Wasps will surround and attack your group. The Assault Rifle doesn't allow for enough mobility while firing, so use a Handgun if possible. Aim upward and wait for the Wasps to float in front of your character. Fire with the proper timing, and you should blow them out of the sky with ease.



As the Wasps circle the elevator, aim upward at one spot and wait for them to circle around. When a Wasp floats into your range, shoot it.

AT LAST, THE V-POISON

Two last Giant Wasps on the B1F level remain to be dispatched. Seek shelter under the stairs on the west side of the area, where the Wasps have to fly in low to get at you, hovering directly in your firing range. When the coast seems clear enough, run around the catwalk to the north side of the B1 level and look for the vial containing the **V-Poison**. You have finally procured the item you've sought all along! Move up the stairs and enter the door at the top.



Use the stairs for cover against the Wasps' aerial attacks.



The V-Poison rests in a hollow of the hive's membrane.

A BRIEF REST BEFORE THE FINAL PUSH

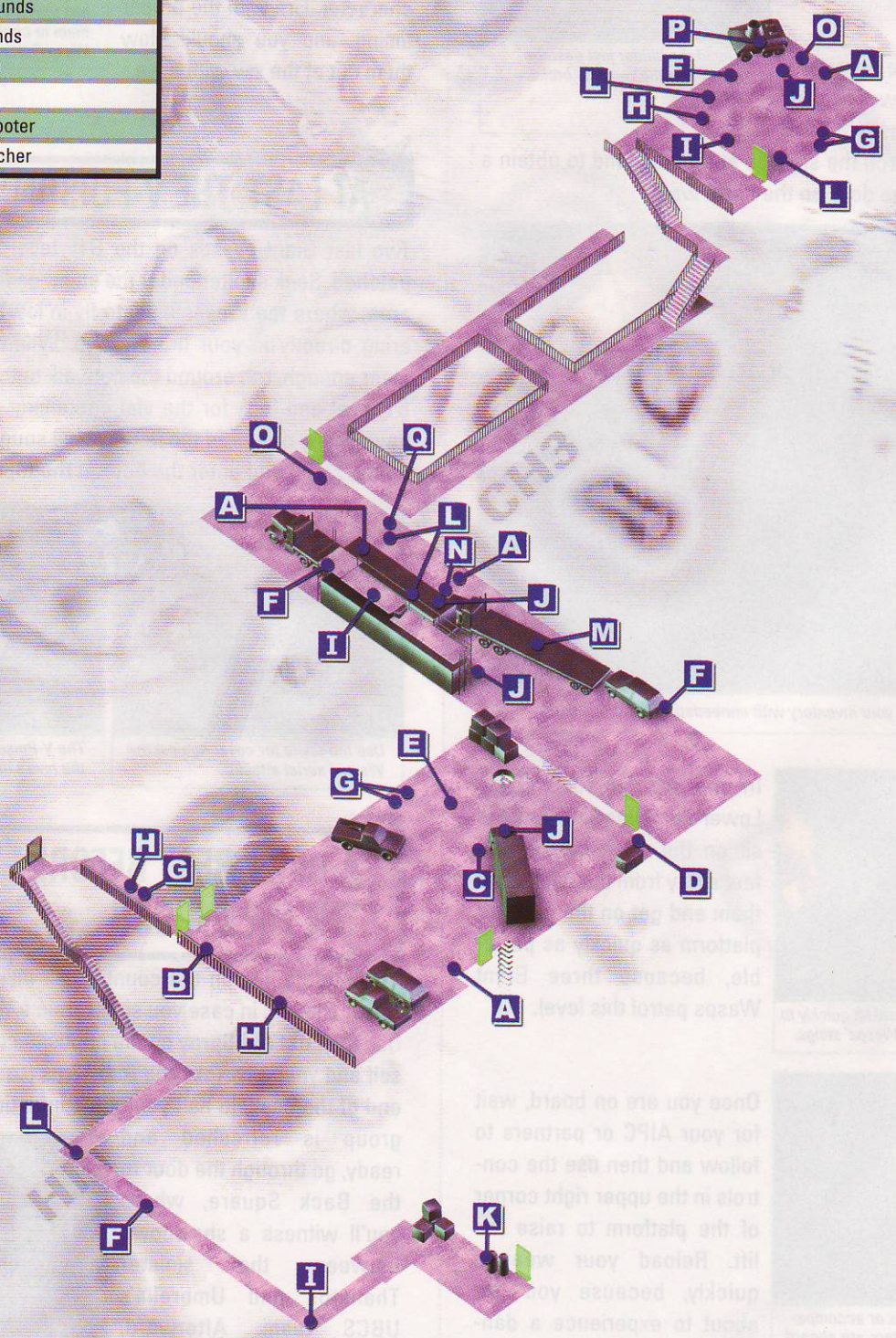
An **Antidote** lies on the counter just inside the Air Exhaust Tower Station, in case you suffer from a Wasp sting's poison. Use the **First Aid Spray** on the opposite counter to heal yourself and your ally. Take the **Anti Virus (Large)**, located on the end of the desk, to halt your virus infection rate. When your group is refreshed and ready, go through the door to the Back Square, where you'll witness a showdown between the sinister Thanatos and Umbrella's UBCS team. Afterward, resume your adventure in the following section.



The Air Exhaust Tower Station is an ideal place to regroup and recoup before heading back into action.

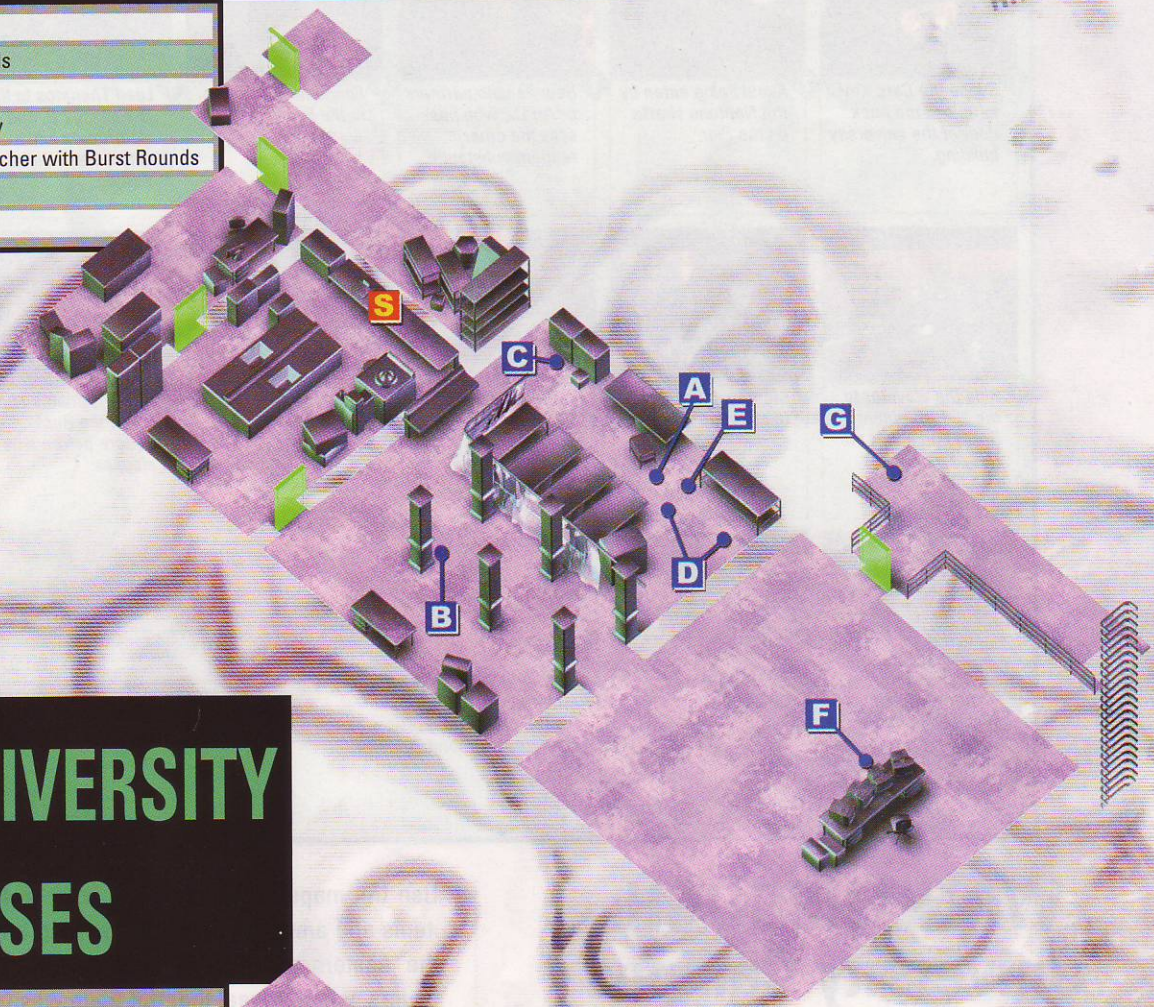
1F UNIVERSITY CAMPUS

A	Assault Rifle Magazine
B	Blue Herb
C	Card Key
D	Blueprint of Entire University
E	Orders
F	First Aid Spray
G	Green Herb
H	Red Herb
I	Iron Pipe
J	Burst Rounds
K	Handgun Magazine
L	Handgun Rounds
M	45 Auto Rounds
N	Folding Knife
O	Handgun
P	Ampoule Shooter
Q	Rocket Launcher



3F UNIVERSITY PREMISES

- A Assault Rifle
- B 45 Auto Rounds
- C Iron Pipe
- D First Aid Spray
- E Grenade Launcher with Burst Rounds
- F Handgun
- G Green Herb



2F UNIVERSITY PREMISES

- A Handgun Rounds



University Campus

OBJECTIVES:



1 Swipe the Card Key to unlock the back door of the university building.



2 Avoid being eaten by the Neptune sharks on the Pier.



3 Reunite with partners or AIPCs, who possess the other reagent substance.



4 Encounter Thanatos in the Entrance Hall.



5 Lead Thanatos to the 1F Passage B, and electrocute him to obtain the T-Blood sample.



6 Ride the elevator to the 3F Experiment Room and insert the three substances into the reagent device.



7 Meet with Greg in the Second Hall.



8 Return to the Experiment Room and obtain several samples of Daylight.



9 Open the secret exit of the Second Hall.



10 Avoid Thanatos and reach the Back Square before time elapses.



11 Gather weapons and ammunition in the Unloading Passage.



12 Defeat Thanatos.



13 After moving to the Front Square, defeat Thanatos a second time.

WALKTHROUGH: University Campus

SIFTING THROUGH THE CARNAGE

After seeing the UBCS members' poor showing against Thanatos, pick up the **Card Key** and swipe it at the university building's back door. It is not wise to reenter the first level of the building now, but this step allows you to escape the building quickly and easily when you need to later on.



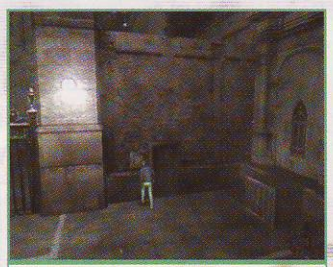
Use the Card Key to unlock the back door, and then exchange the item for any of the herbs or ammunition located in the Back Square.

Use the maps provided in this book to locate the recovery items and ammunition located around the parking lot. Check the easternmost UBCS team member's body to find the **Orders**, which reveal that the team was trying to extract a T-Blood sample from the giant monster they died fighting. Now the job of obtaining the T-Blood from Thanatos rests squarely on your shoulders.



Check this UBCS officer to find some documents with chilling words.

The **Emblem of the Entire University** is posted on the bulletin board to the right of the large gates on the east side of the Back Square. Take a moment to view your map and the escape route beyond the gate. However, you won't be ready to leave until you have reunited with your missing compatriot and created the Daylight. Instead of reentering the university building, exit through the northwest door of the Back Square.



The map of the outdoor area is posted on the board between the gate and the door.

FEEDING FRENZY

The Pier is much easier to manage with only one AIPC or partner in tow, especially since you become the prey of man-eating Neptune sharks! Be aware that stopping to pick up items located on the wooden planks makes you a easy target for the sharks. If you are knocked into the water, swim south to the wooden platform and climb out as soon as possible. If the sharks flop onto the walkway to attack, blast them with your weapons.



Survival on the Pier is dependent on your ability to run smoothly through this area. Stopping to take any of the items along the route makes you a tempting piece of fish bait.

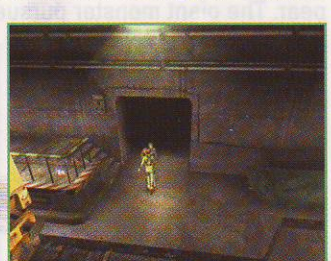
REJOINING WITH MISSING ALLIES

If you explored the Old Subway System and the Air Exhaust Tower, your missing ally will be roaming around in the B2F Passage Elevator, and he or she will be holding the P-Base.



If you obtained the V-Poison, reunite with your comrade in the B2F Passage Elevator.

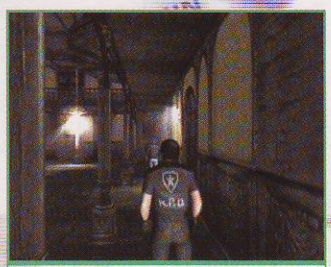
If you explored the Water Purifying Facility instead, ride the elevator down to B4F. Navigate through the B4F Corridor and the Access Waterway to the Old Subway Rail Siding area. The missing AIPC will be wandering in this area, and he or she will have the V-Poison. Once you have the two materials, ride the elevator up to 3F and insert the two substances into the reagent production machine. Now take a deep breath, because it's time to go get the T-Blood from Thanatos!



If you obtained the P-Base, reunite with your ally in the Old Subway Rail Siding area.

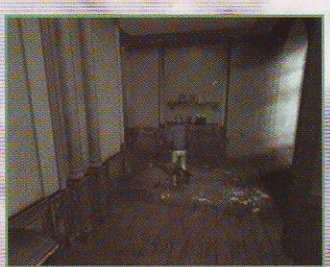
A BLOODY CHASE

Ride the elevator to 1F and return to the Entrance Hall. Thanatos crashes through the upstairs window and attacks. However, this is not the boss fight challenge you might have been expecting. Thanatos is actually invulnerable at this point. The monster is also capable of a stabbing attack that will kill a character instantly! Instead of fighting, you must bait the creature into a clever trap so that you can extract the T-Blood and run.



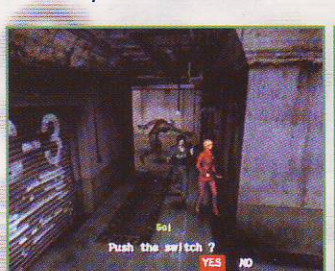
Run through the Entrance Hall without giving Thanatos a chance to kill you.

After Thanatos appears in the Entrance Hall, dash as quickly as possible to the door in the southeast corner, and enter the Waiting Room. Continue through the 1F Passage A, where a zombie dog may crash through the front window. Ignore the dog and continue running to the northwest exit, because Thanatos will soon enter the corridor.



Ignore the zombie dog that crashes into the 1F Passage A, and continue running from Thanatos.

When you reach the 1F Passage B, move to the control panel for the electric cable hanging from the ceiling. Examine the controls, move the cursor to the "YES" position and wait. When the monstrosity rounds the corner and dashes toward you, fire the electric charge when Thanatos is directly under the exposed cable. With the proper timing, the creature is temporarily knocked unconscious. Search near its body to find the **T-Blood**, and then exit hastily through the one-way door back to the Entrance Hall.



Examine the electric circuit cable controls, position the cursor, and wait.



When Thanatos comes around the corner and moves under the wire, fry him. Search near his head to find the T-Blood.

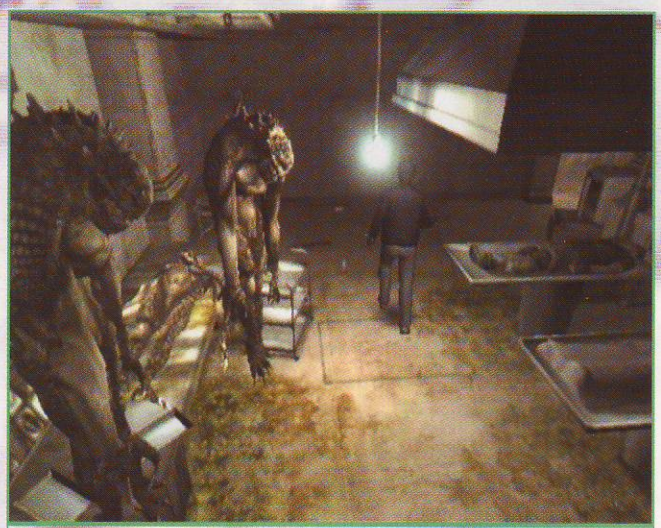
Dash back to the 1F Elevator Passage and ride up to 3F. Return to the Experiment Room and insert the T-Blood into the reagent generator. After a short scene, the southeast door unlocks. Proceed into the next chamber.



Someone deactivates the reagent generator and unlocks the southeast door. Seems like an invitation...

HALLOWED HALLS OF INSANITY

A bevy of powerful weapons and **First Aid Sprays** lies on the floor in the northeast corner of this grizzly cadaver lab. Additionally, there are **45 Auto Rounds** for Kevin's custom gun near a column in the south part of the area. After distributing the items evenly among all the surviving player characters and AIPCs, continue east through the plastic tarp into the Second Hall.



Stock up your character like a tank.

The player characters meet up with Greg, the evil mastermind behind Thanatos. If Yoko is a surviving player character or AIPC, an extra scene will occur between the mad doctor and the young student. After the scene, search the body in front of the desk to find a **Handgun**. A timer appears onscreen, indicating the time remaining before explosive charges set all over the university building will explode. Go outside the building, to the safety of the Back Square before time expires, or you will die in the explosion. As you can see, seven minutes is plenty of time, but you have one task remaining before you exit the building.



Only a few minutes before BOOM time.

DAYLIGHT

Search behind the desk in the Second Hall to find the computer on the left side that allows you to "re-activate the reagent generator." Afterward, head back to the Experiment Room and wait beside the reagent production device. Every 30 seconds (in Normal difficulty), the machine will create one sample of **Daylight**. You can hand these out to your partners or AIPCs if you think they are close to dying from the virus, and *take at least two Daylight samples for yourself*. This is important, because how you use these samples determines the outcome of the scenario.

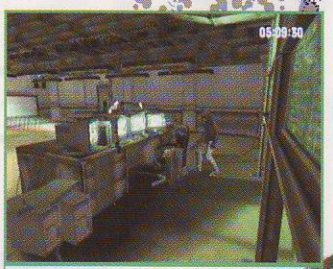


Wait around to grab two of the vials containing Daylight, so that you can use them or discard them to affect the outcome of the scenario.

The Daylight sample can be used just like a recovery item. In this case, it cures the T-virus and removes the gauge from your Status Screen. Usage and possession of Daylight samples determines which scene will occur at the end of your game. See the "Endings" portion of the "Event Checklist Pointers" section at the end of this chapter to learn more about endings.

SECRET ESCAPE ROUTE

Once the Daylight situation is handled, return to the Second Hall and move behind the desk once again. This time, examine the computers on the right side of the desk to find one that unlocks the secret door in the room. Exit through the secret door in the north wall.



Use the computer on the right side of the desk to unlock the secret escape route from the Second Hall.

Grab the **Green Herb** at the one end of the iron grating platform in Testing Passage B. Then climb down the ladder at the other end. Search the slightly open panel on the north wall of the lower level to find **Handgun Rounds**. Unlock and go through the secret door at the end, into the President Room. Continue into the Drawing Room, where Thanatos may reappear. The giant monster pursues you into the 2F Passage.



Check the open panel on the lower level of Testing Passage B to find ammunition.



Thanatos pursues you throughout the university building's rooms and corridors.

Use the secret door at the north end of the 2F Passage to enter Testing Passage A. Climb down the ladder. Thanatos may appear again in this area. If you can lure him to the lower level, you can use the electric cable dangling from the platform to shock the monster unconscious again. Whether this works or not, use the secret door in Testing Passage A to return to the 1F Passage B. Exit the university building's back doors into the Back Square.



Enjoy the fact that you can use Testing Passage A in Normal difficulty, because in harder modes you might not have this kind of access...

GET OUT ALIVE



The Back Square's southeast door unlocks after the building explodes.

When time expires, the university building explodes and Giant Wasps invade the parking area. Ignore the poisonous enemies and quickly run to the exit in the southeast corner of the Back Square.

The quantity of recovery aids, weapons, and ammunition lying around the Unloading Passage is too plentiful to cover. Simply climb onto the truck trailers and the platforms and gather as much as you can. Make sure that your partners or AIPCs are equally well equipped. But move with caution, because once you or any other player character steps into the Unloading Passage's north section near the door, a mutated and ticked-off Thanatos attacks!



Scarf up recovery items and ammo in the Unloading Passage.



When ready, move past the large, square hole in the ground, and drop off the truck trailer to fight Thanatos-R.

THANATOS-R

Physical Strength Points: Thanatos-R

Network Easy	3500-4800
Network Normal	3800-6300
Network Hard	4000-6300
Network Very Hard	4000-9000
Single Play Easy	3000
Single Play Normal	3500
Single Play Hard	4500
Single Play Very Hard	4800

Power of Attacks: Thanatos-R

Attack	Easy	Norm	Hard	V.Hard
Wide Swing	120-150	250-280	300-330	450-480
Jump Attack	220-250	380-420	500-530	650-680
Grab, Shake & Smash	350-380	400-440	450-480	500-540
Dash Attack	160-200	180-220	200-240	220-260

Use weapons such as a Grenade Launcher or Handgun to quickly blast your way into the rusty, locked storage cabinet in the Unloading Passage's northeast corner. Grab and equip the **Rocket Launcher**, and chase after Thanatos-R. Wait until just after the monster attempts an attack, or right after it performs a jumping attack and lands. Then aim the weapon and fire. If you hit Thanatos-R with the Rocket Launcher, the monster is slain in a single strike!





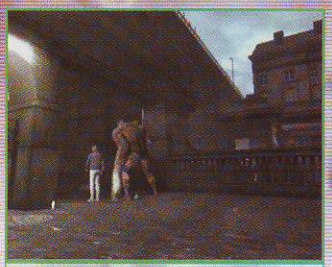




If your lone rocket misses the mark, or if some other player has the Rocket Launcher, then equip a Grenade Launcher or your most powerful weapon and fight Thanatos the old-fashioned way, one round at a time. Dodge the monster's attacks, move a few feet away, turn and fire once or twice. If the monster seems focused on your player character, break off all attempts to attack and flee until Thanatos-R targets another player character or AIPC. Whenever Thanatos-R jumps into the air, keep moving in wide circles so that it doesn't land on top of you.

ENCORE THANATOS

Thanatos-R follows the group to the Front Square for a second match. This time, your one-shot weapon lies on the edge of the tank that's parked in the square's northeast corner. Grab and equip the **Ampoule Shooter**, and combine it with the Daylight capsule. Wait until just after the monster attacks one of your partners, or right when it lands after a jumping attack. Then fire the Daylight capsule into the creature to end the battle.



If you have a Daylight sample, grab the Ampoule Shooter from the tank parked in the garage. Load the capsule into the gun and shoot it at Thanatos-R when the creature stands still.



If you must go toe-to-toe with the monster, keep a safe distance from it at all times and fire whenever the creature is not jumping.

However, bear in mind that if you use your Daylight sample to kill Thanatos rather than to cure your T-virus infection or to hold onto, this will affect the outcome of the game. If you wish to defeat Thanatos the regular way, the monster has just as many physical strength points as in the previous battle. Use whatever weapons and ammo you have left from the Unloading Passage, in addition to the weapons, ammo and recovery items scattered around the Front Square, to take down Thanatos for the last time.

"DECISIONS, DECISIONS" COMPLETE EVENT CHECKLIST

ITEM	RANK POINTS
☐ Set red jewel in the stuffed deer.	10
☐ Set blue jewel in the stuffed deer.	10
☐ Solved Cuckoo Clock Puzzle in Manager's Room.	10
☐ Played Piano on the second floor (Cindy).	40
☐ Pulled string to lower stone statue's arm.	10
☐ Zombie appeared when string was pulled.	30
☐ Used V-Poison on Incubation Chamber.	20
☐ Used P-Base on Incubation Chamber.	20
☐ Used T-Blood on Incubation Chamber.	20
☐ Used Daylight on yourself.	10
☐ Defeated Thanatos R with Daylight.	30
☐ Defeated Thanatos R.	50
☐ Provided emergency power to emission tower.	30
☐ Unlocked door with the red tag key.	10
☐ Unlocked door in water tank facility.	10
☐ Hit Thanatos with an electric shock.	30
☐ Thanatos broke into room via a window.	20
☐ Obtained all maps.	30
☐ Used spectacles on statue of 2nd school principal.	30
☐ Used card key.	20
☐ Succeeded in inputting the elevator code.	10
☐ Unlocked the doors in the university.	20

ITEM	RANK POINTS
☐ Restarted Incubator in Research Room.	30
☐ Obtained "Geneological Studies Report."	20
☐ Obtained "Bloody Note."	20
☐ Obtained "Vaccine Chemical Blending Instructions."	20
☐ Obtained "Part of Diary."	20
☐ Obtained "Cable Work Order."	30
☐ Obtained "Torn Memo Edge."	30
☐ Obtained "Piece of Torn Memo."	20
☐ Obtained "Battle Orders."	30
☐ Obtained "Peter's Diary."	30
☐ Obtained "Number Memo."	20
☐ Watched demo "Peter discovered."	20
☐ Watched demo "Hunter v appears."	20
☐ Watched demo "UBCS vs. Thanatos."	20
☐ Watched demo "Greg and Yoko."	50
☐ Watched demo "ED: Helicopter zombie transformation."	30
☐ Watched demo "ED: George and Cindy."	50
☐ Watched demo "ED: Mark and David."	50
☐ Watched demo "ED: Kevin and Jim."	50
☐ Watched demo "ED: Alyssa and Yoko."	50
☐ Watched demo "ED: Regrettable ending."	30
☐ Watched demo "ED: Remain hopeful."	30

EVENT CHECKLIST POINTERS

ENDINGS

The "Remain Hopeful" ending will occur if you have two Daylight samples in your possession, or if you use one sample on yourself and keep one in hand until the end of the scenario. A different event occurs depending on your choice of player character. For instance, this ending will occur if you take two Daylights from the reagent generator, use one on yourself, and still have another sample after defeating Thanatos in the Front Square.

The "Regrettable Ending" demo plays if you use one Daylight on yourself or keep just one sample until the end of the game. A different event occurs depending on your choice of player character. For example, this ending occurs if you take one Daylight from the incubation machine and use it on your character. Also, this ending will occur if you take two Daylights from the incubation machine, use one on yourself and use the other to defeat Thanatos in the Front Square.

The "unique" character ending occurs if you don't use the Daylight and you don't possess any at the end of the game. The ending that occurs is based on which character you are playing. If you are playing as Kevin, David, Yoko, or Cindy, the character transforms into a zombie in the helicopter. If you are playing as Mark, Jim, George, or Alyssa, and the corresponding AIPC or Player Character from the table below is still alive, then you will view the pair's unique ending. However, if the partner character is not alive, then you will view the "helicopter zombie transformation" ending.

ZERO DAYLIGHT USED OR OWNED: UNIQUE ENDINGS

PC	2ND PC CONDITION	ENDING
Kevin	NA	Helicopter transformation
Mark	David	Mark and David unique
Mark	David is dead	Helicopter transformation
Jim	Kevin	Kevin and Jim unique
Jim	Kevin is dead	Helicopter transformation
George	Cindy	George and Cindy unique
George	Cindy is dead	Helicopter transformation
David	NA	Helicopter transformation
Alyssa	Yoko	Alyssa and Yoko unique
Alyssa	Yoko is dead	Helicopter transformation
Yoko	NA	Helicopter transformation
Cindy	NA	Helicopter transformation

OBTAINED ALL MAPS

All maps must be obtained in a single play-through to fulfill this checklist item. Due to map locations, the easiest way to obtain all maps is for the player characters to split up and search all areas in Network Play mode. In Single Play, the best idea is to ride the elevator to B4F and explore the Old Subway System and Air Exhaust Tower to find the V-Poison, obtaining all maps en route. Afterward, return to the B2F Passage Elevator via the Pier, and climb down the ladder to the Water Purifying Facility. Go to the Water Works Administration Office in the northwest corner of B3F, and obtain the map.

NOTES FOR HARD AND VERY HARD MODES

When playing Single Play mode in Very Hard difficulty, both of your AIPCs will stick with you throughout the scenario. This means that you must procure *both* the P-Base and the V-Poison! You must move extremely fast, and be sure to use Anti Virus medicines whenever your virus gauge begins to rise.

The location of the Brass Glasses changes in every difficulty level. In Easy difficulty, they appear in the Drawing Room. In Hard difficulty, they appear in the 1F Passage A. In Very Hard difficulty, they move to the locker that only Alyssa can open in the Control Room between the Old Subway System and the Air Exhaust Tower. Therefore, most characters will not have access to Testing Passage A in Very Hard difficulty. There is also less time in the final countdown before the university building explodes, so make the most of it!

"DECISIONS, DECISIONS" CLEAR TIME RANKING

RANK	SINGLE	NETWORK (DVD)	NETWORK (HDD)
S	00:00+	00:00+	00:00+
A	28:00+	28:00+	25:00+
B	45:00+	40:00+	35:00+
C	65:00+	60:00+	50:00+
D	90:00+	80:00+	70:00+
E	120:00+	110:00+	90:00+

NETWORK PLAY MODE ITEM LISTS

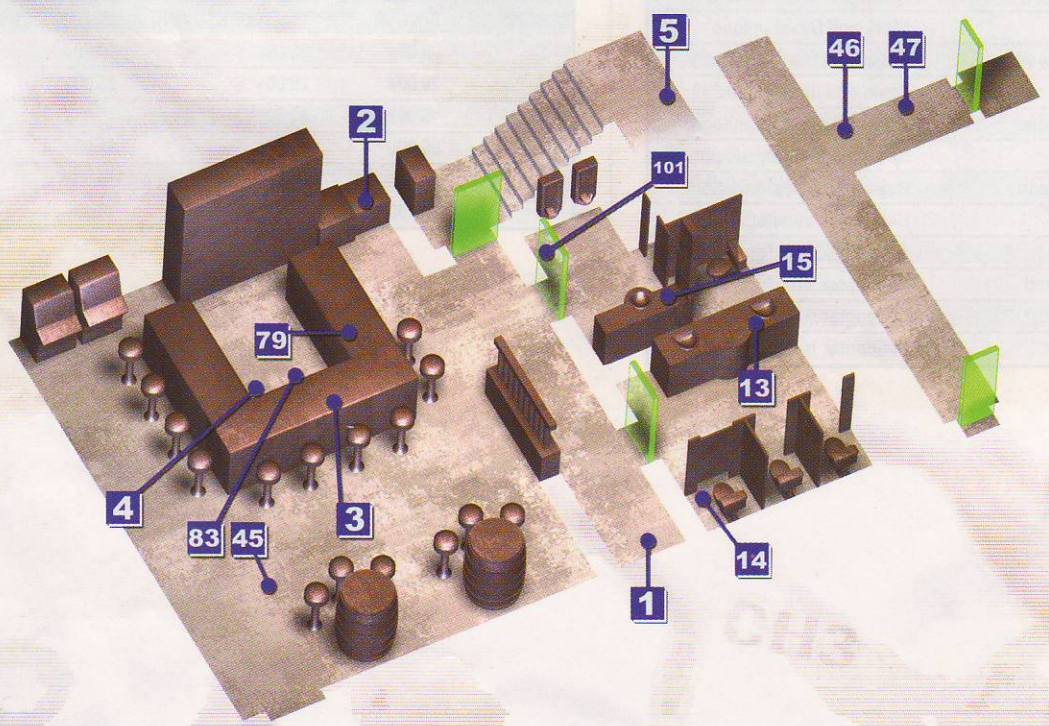
One of the most challenging aspects of Network Play mode is that the items seem to appear randomly. This is both true and not true. As a scenario starts, the game chooses one of four "sets" of items to load. For every item location, there are four possible items.

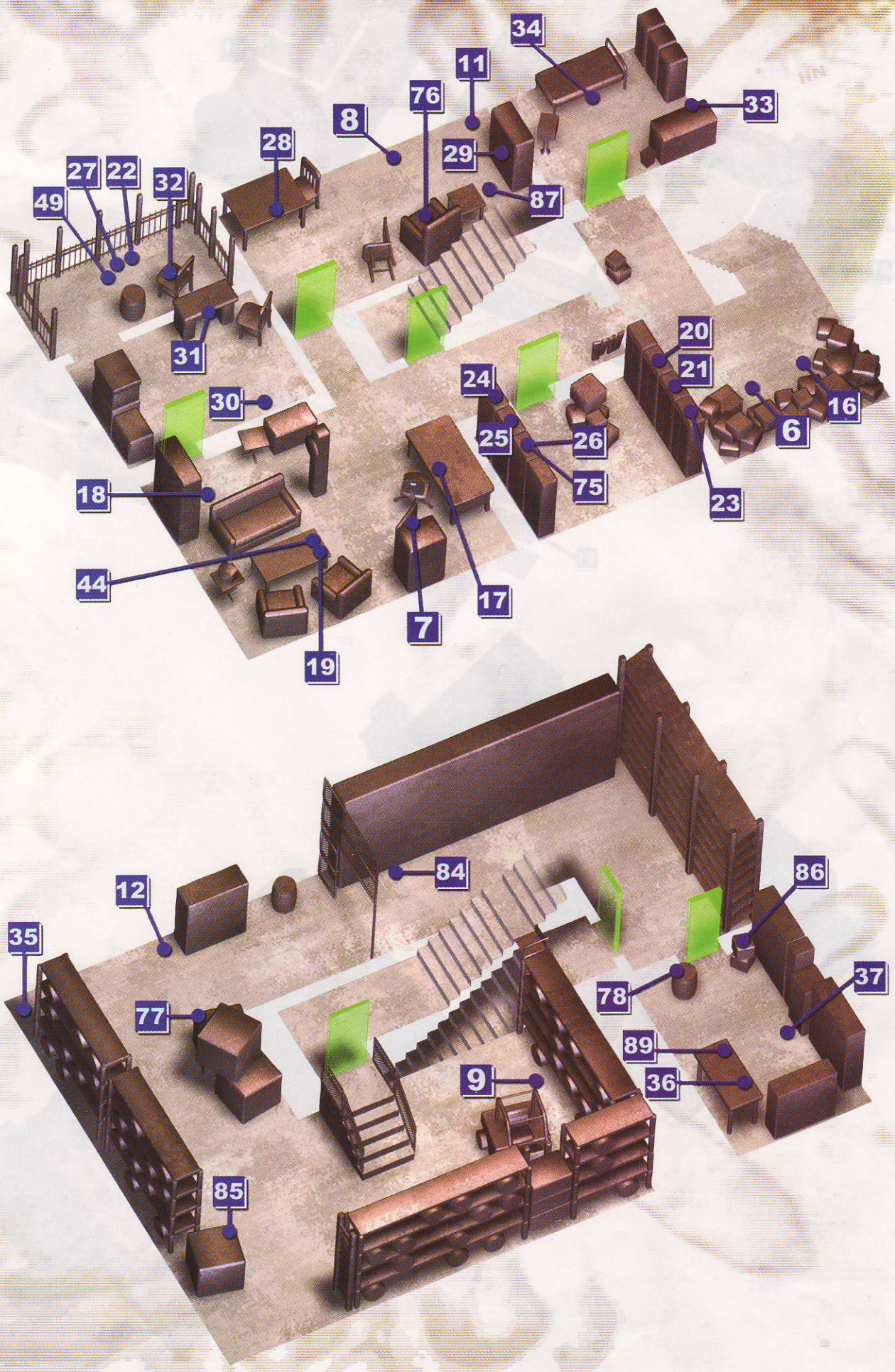
Some item locations have more than one possible item per set. For example, at item location 2 of the "Outbreak" scenario, in Easy difficulty, there are two possible items. When you search location 2, you will find either a Chopper or a First Aid Spray.

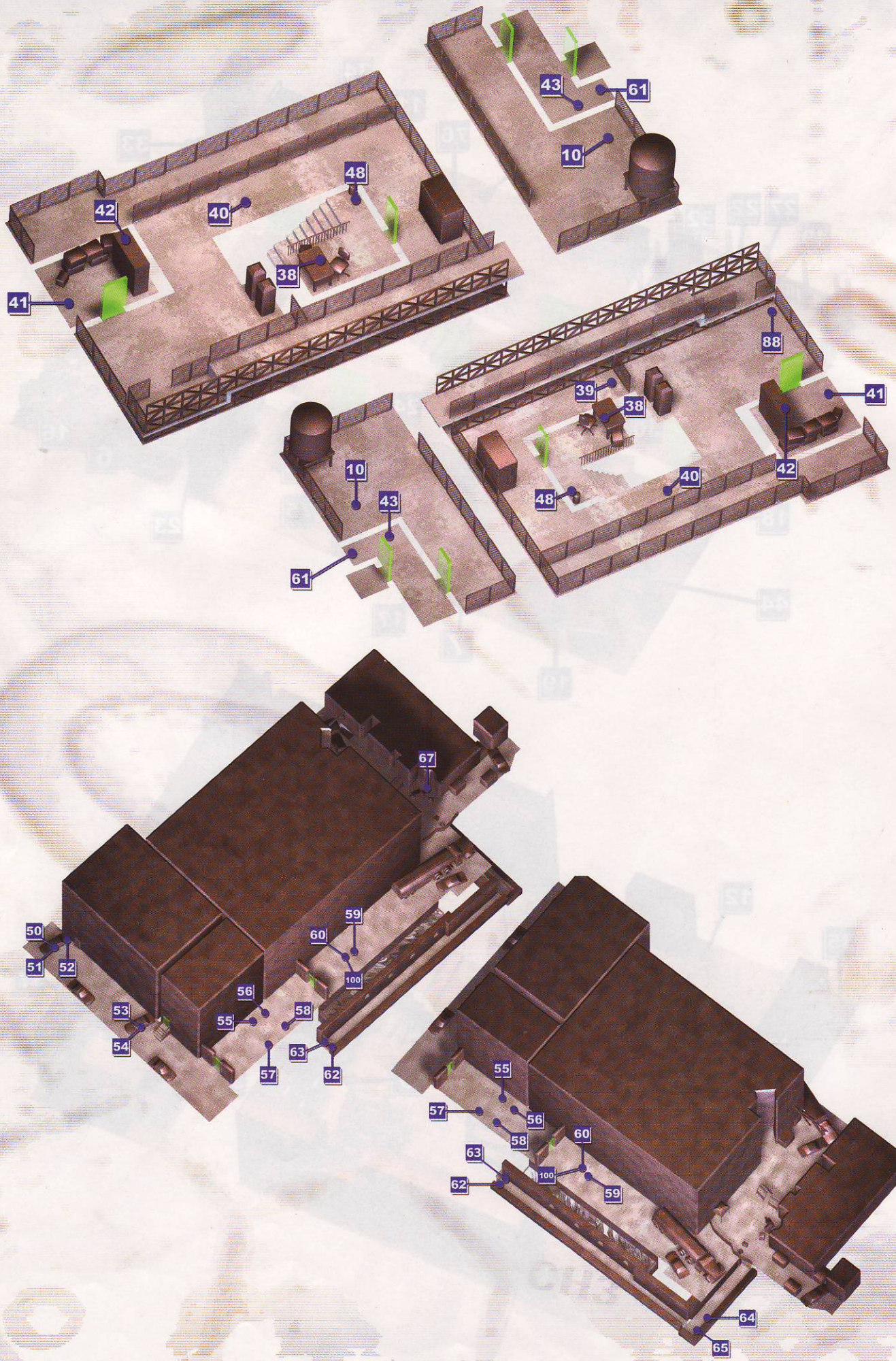
If more than one melee weapon is listed for the same item location, it means that the melee weapon can have various starting conditions. For example, the Iron Pipe at map location 58 in "The Hive," Hard difficulty, can have various starting conditions. You might be able to use this Iron Pipe eight times before it bends, or you might only be able to use it twice before it becomes a weaker Curved Iron Pipe.

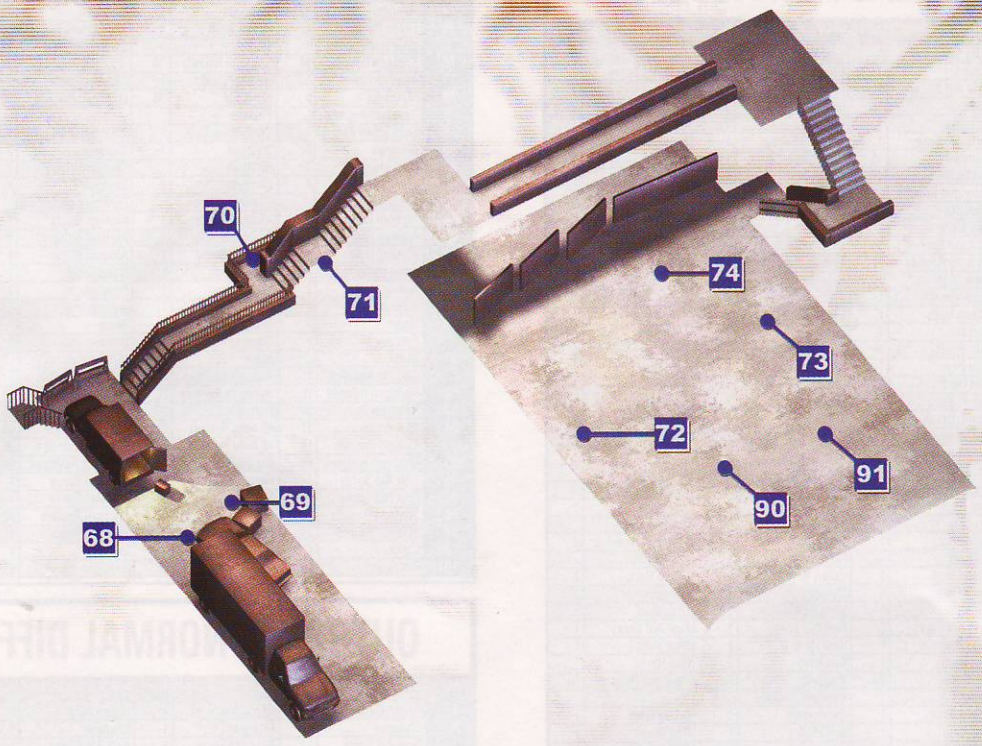
In Scenario Mode, the difficulty setting and item placement follows the Normal difficulty level. In Free Mode, the game host determines the difficulty setting before the scenario begins. Examining the maps and charts contained in this section is probably not very wise while engaged in online play. However, if you study these tables and graphics between games, you can brush up on your knowledge of item placement, and you can also prepare yourself for the likelihood that the item you are depending on finding might not be available where you expect it.

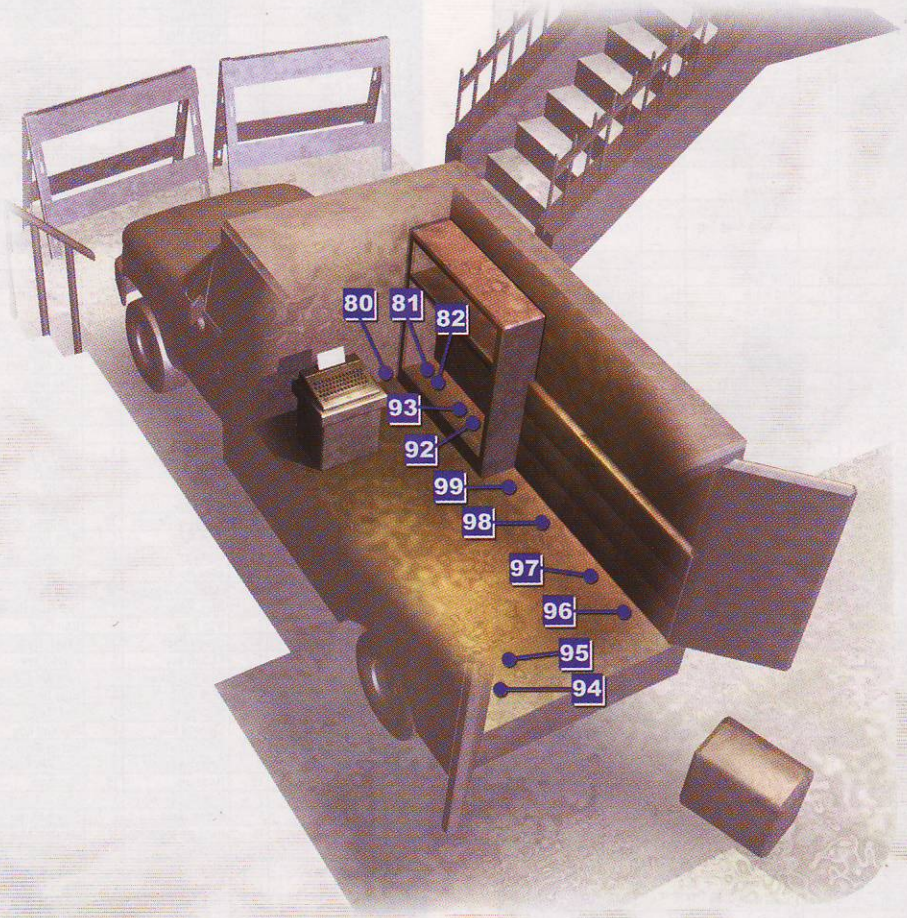
OUTBREAK




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HELLFIRE
DECISIONS, DECISIONS
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OUTBREAK EASY DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
2	Chopper	1	Chopper	1	Chopper	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	Chopper	1
3	Handgun	15	Handgun	15	Handgun	15	Chopper	1
	Chopper	1	Chopper	1	Chopper	1	Handgun	15
4	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	Handgun	15
	Handgun	15	Handgun	15	Handgun	15	First Aid Spray	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
7	Chopper	1	Chopper	1	Chopper	1	Chopper	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	21	45 Auto Rounds	14
	45 Auto Rounds	21	45 Auto Rounds	21	45 Auto Rounds	14	45 Auto Rounds	21
9	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
10	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
11	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
12	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
13	Red Herb	1	Red Herb	1	Green Herb	1	Green Herb	1
	Green Herb	1	Green Herb	1	Red Herb	1	Red Herb	1
14	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
15	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
16	Blue Herb	1	Green Herb	1	Blue Herb	1	Green Herb	1
	Green Herb	1	Blue Herb	1	Green Herb	1	Blue Herb	1
17	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20
18	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
19	No item		No item		No item		No item	
20	Anti Virus	1	Anti Virus	1	Anti Virus	1	Magnum Revolver	6
21	No item		No item		No item		No item	
22	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
23	Long Pole	1	Long Pole	1	Chopper	1	Chopper	1
	Chopper	1	Chopper	1	Long Pole	1	Long Pole	1
24	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
25	Handgun Rounds	30	Handgun Rounds	30	Magnum Revolver Rounds	6	Handgun Rounds	30
26	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
28	Lighter	1	Lighter	1	Lighter	1	Lighter	1
29	Shotgun	7	Shotgun	7	Magnum Revolver	6	Shotgun	7
30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Magnum	6
31	Magnum Revolver	6	Magnum Revolver	6	Shotgun	7	Handgun Revolver Rounds	15
32	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
33	Handgun Rounds	30	Magnum Revolver Rounds	6	Handgun Rounds	30	Handgun Rounds	30
34	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Forklift Key	1	Forklift Key	1	Forklift Key	1	Forklift Key	1
37	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
38	Storage Key	1	Storage Key	1	Storage Key	1	Storage Key	1
39	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
40	Handgun	15	Handgun	15	Handgun	15	Handgun	15
41	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
42	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
45	No item		No item		No item		No item	
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
50	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
51	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
52	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
53	Handgun	15	Handgun	15	Handgun	15	Handgun	15
54	Chopper	1	Chopper	1	Chopper	1	Chopper	1
55	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
56	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
58	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
	Handgun Rounds	30	Handgun Rounds	1	Handgun Rounds	30	Handgun Rounds	1
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	Lighter	1	Lighter	1	Lighter	1	Lighter	1
61	Spear	1	Spear	1	Spear	1	Spear	1
62	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
63	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
65	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
67	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
69	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6
72	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1
73	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
74	Handgun	15	Handgun	15	Handgun	15	Handgun	15
75	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
76	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
77	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
78	Magnum	6	Handgun	30	Handgun Rounds	30	Handgun Rounds	30
	Revolver Rounds		Rounds					
79	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1
80	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
81	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
82	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
83	Pesticide Spray		Pesticide Spray		Pesticide Spray		Pesticide Spray	
84	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
85	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
86	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
87	Newspaper	1	Newspaper	1	Newspaper	1	Newspaper	1
88	Newspaper	1	Newspaper	1	Newspaper	1	Newspaper	1
89	Newspaper	1	Newspaper	1	Newspaper	1	Newspaper	1
90	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
91	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
92	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
93	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
94	45 Auto Rounds	21	45 Auto Rounds	21	45 Auto Rounds	14	45 Auto Rounds	21
	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	21	45 Auto Rounds	14
95	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6
96	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
97	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
98	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21
99	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21
100	Lighter	1	Lighter	1	Lighter	1	Lighter	1
101	Handgun	15	Handgun	15	Handgun	15	Handgun	15

OUTBREAK NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
2	Chopper	1	Chopper	1	Chopper	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	Chopper	1
3	Handgun	15	Handgun	15	Handgun	15	Chopper	1
	Chopper	1	Chopper	1	Chopper	1	Handgun	15
4	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	Handgun	15
	Handgun	15	Handgun	15	Handgun	15	First Aid Spray	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
7	Chopper	1	Chopper	1	Chopper	1	Chopper	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14
	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
9	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
10	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
11	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
12	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
13	Red Herb	1	Red Herb	1	Green Herb	1	Green Herb	1
	Green Herb	1	Green Herb	1	Red Herb	1	Red Herb	1
14	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
15	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1
16	Blue Herb	1	Blue Herb	1	Green Herb	1	Green Herb	1
	Green Herb	1	Green Herb	1	Blue Herb	1	Blue Herb	1
17	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20
18	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
19	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
20	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
21	No Item		No Item		No Item		No Item	
22	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
23	Chopper	1	Chopper	1	Long Pole	1	Long Pole	1
	Long Pole	1	Long Pole	1	Chopper	1	Chopper	1
24	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
25	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
26	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
28	Lighter	1	Lighter	1	Lighter	1	Lighter	1
29	Handgun	15	Handgun	15	Handgun	15	Handgun	15
30	Handgun Rounds	20	Handgun Rounds	20	Blue Herb	1	Handgun Rounds	20
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Handgun Rounds	20
31	Handgun	15	Handgun	15	Handgun	15	Handgun	15
32	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
33	Handgun Rounds	20	Handgun Rounds	20	Blue Herb	1	Handgun Rounds	20
	Blue Herb	1	Blue Herb	1	Handgun Rounds	20	Blue Herb	1
34	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Forklift key	1	Forklift key	1	Forklift key	1	Forklift key	1
37	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
38	Storage Key	1	Storage Key	1	Storage Key	1	Storage Key	1
39	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
40	Handgun	15	Handgun	15	Handgun	15	Handgun	15
41	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
42	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
44	Newspaper	1	Newspaper	1	Newspaper	1	Newspaper	1
45	No item		No item		No item		No item	
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
50	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
51	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
52	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
53	Handgun	15	Handgun	15	Handgun	15	Handgun	15
54	Chopper	1	Chopper	1	Chopper	1	Chopper	1
55	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
56	Curved Iron Pipe	1	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
	Handgun Rounds	20	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
58	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	Lighter	1	Lighter	1	Lighter	1	Lighter	1
61	Spear	60	Spear	60	Spear	60	Spear	60
62	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
63	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
65	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
67	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
69	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6
72	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1
73	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
74	Handgun	15	Handgun	15	Handgun	15	Handgun	15
75	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
76	Handgun Rounds	20	Blue Herb	1	Handgun Rounds	20	Handgun Rounds	20
	Blue Herb	1	Handgun Rounds	20	Blue Herb	1	Blue Herb	1
77	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
78	Blue Herb	1	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
	Handgun Rounds	20	Blue Herb	1	Blue Herb	1	Blue Herb	1
79	No item		No item		No item		No item	
80	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
81	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
82	No item		No item		No item		No item	
83	Pesticide Spray		Pesticide Spray		Pesticide Spray		Pesticide Spray	
84	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
85	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
86	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
87	Newspaper	1	Newspaper	1			Newspaper	1
							None	
							Newspaper	1
88	Newspaper	1	No item		Newspaper	1	None	
							Newspaper	1
89	No item		Newspaper	1	Newspaper	1	Newspaper	1
							None	
90	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
91	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
92	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
93	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
94	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14
95	Handgun	15	Handgun	15	Handgun	15	Handgun	15
96	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
97	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
98	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21
99	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21	Shotgun Rounds	21
100	Lighter	1	Lighter	1	Lighter	1	Lighter	1
101	Handgun	15	Handgun	15	Handgun	15	Handgun	15

OUTBREAK HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Green Herb	1	Green Herb	1	Blue Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Green Herb	1	Green Herb	1
2	Chopper	1	Chopper	1	First Aid Spray	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	Chopper	1	Chopper	1
3	Handgun	15	Handgun	15	Chopper	1	Chopper	1
	Chopper	1	Chopper	1	Handgun	15	Handgun	15
4	First Aid Spray	1	First Aid Spray	1	Handgun	15	Handgun	15
	Handgun	15	Handgun	15	First Aid Spray	1	First Aid Spray	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Handgun Rounds	15	Blue Herb	1	Handgun Rounds	15	No Item	
7	Chopper	1	Chopper	1	Chopper	1	Chopper	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
9	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
10	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
11	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
12	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
13	None		Red Herb	1	Green Herb	1	None	
	Red Herb	1	Green Herb	1	Red Herb	1	Green Herb	1
	Green Herb	1	None		None		Red Herb	1
14	Scrub Brush	1	Scrub Brush	1	None		Scrub Brush	1
			None		Scrub Brush	1	None	
15	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
16	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
17	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20
18	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
19	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
	None		None		None		None	
	Lighter	1	Lighter	1	Lighter	1	Lighter	1
20	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
21	No item		No item		No item		No item	
22	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
23	Long Pole	15	Long Pole	15	Long Pole	15	Long Pole	15
	None		None		None		None	
	Chopper	1	Chopper	1	Chopper	1	Chopper	1
24	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
25	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
26	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
28	Lighter	1	Lighter	1	Lighter	1	Lighter	1
	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
29	Handgun	15	Handgun	15	Handgun	15	Handgun	15
30	Handgun Rounds	15	Blue Herb	1	Blue Herb	1	Handgun Rounds	15
31	Forklift key	1	Forklift key	1	Forklift key	1	Forklift key	1
32	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Blue tag key	1	Blue tag key	1	Blue tag key	1	Blue tag key	1
33	Handgun Rounds	15	None		Handgun Rounds	15	Blue Herb	1
34	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
36	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
37	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
38	Storage Key	1	Storage Key	1	Storage Key	1	Storage Key	1
39	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
40	Handgun	15	Handgun	15	Handgun	15	Handgun	15
41	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
42	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
44	Newspaper	1	Newspaper	1	Newspaper	1	Newspaper	1
45	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1
	None		None		None		None	
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
50	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
51	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
52	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
53	Handgun	15	Handgun	15	Handgun	15	Handgun	15
54	Chopper	1	Chopper	1	Chopper	1	Chopper	1
55	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
56	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Handgun Rounds	7	Handgun Rounds	7	Handgun Rounds	7	Handgun Rounds	7
58	Handgun Rounds	7	Handgun Rounds	7	Handgun Rounds	7	Handgun Rounds	7
	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	Lighter	1	Lighter	1	Lighter	1	Lighter	1
61	Spear	60	Spear	60	Spear	60	Spear	60
62	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
63	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
65	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
67	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
69	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6
72	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1
73	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
74	Handgun	15	Handgun	15	Handgun	15	Handgun	15
75	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
76	Blue Herb	1	Handgun Rounds	15	Blue Herb	1	Handgun Rounds	15
77	Alcohol Bottle	1	Handgun Rounds	15	Alcohol Bottle	1	Handgun Rounds	15
78	Blue Herb	1	Handgun Rounds	15	Handgun Rounds	15	Blue Herb	1
79	None		None		None		None	
	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1
	None		None		None		None	
80	No item		No item		No item		No item	
81	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
82	No item		No item		No item		No item	
83	Pesticide Spray		Pesticide Spray		Pesticide Spray		Pesticide Spray	
84	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
85	No item		Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
86	Alcohol Bottle	1	Alcohol Bottle	1	No item		Alcohol Bottle	1

continues

continued

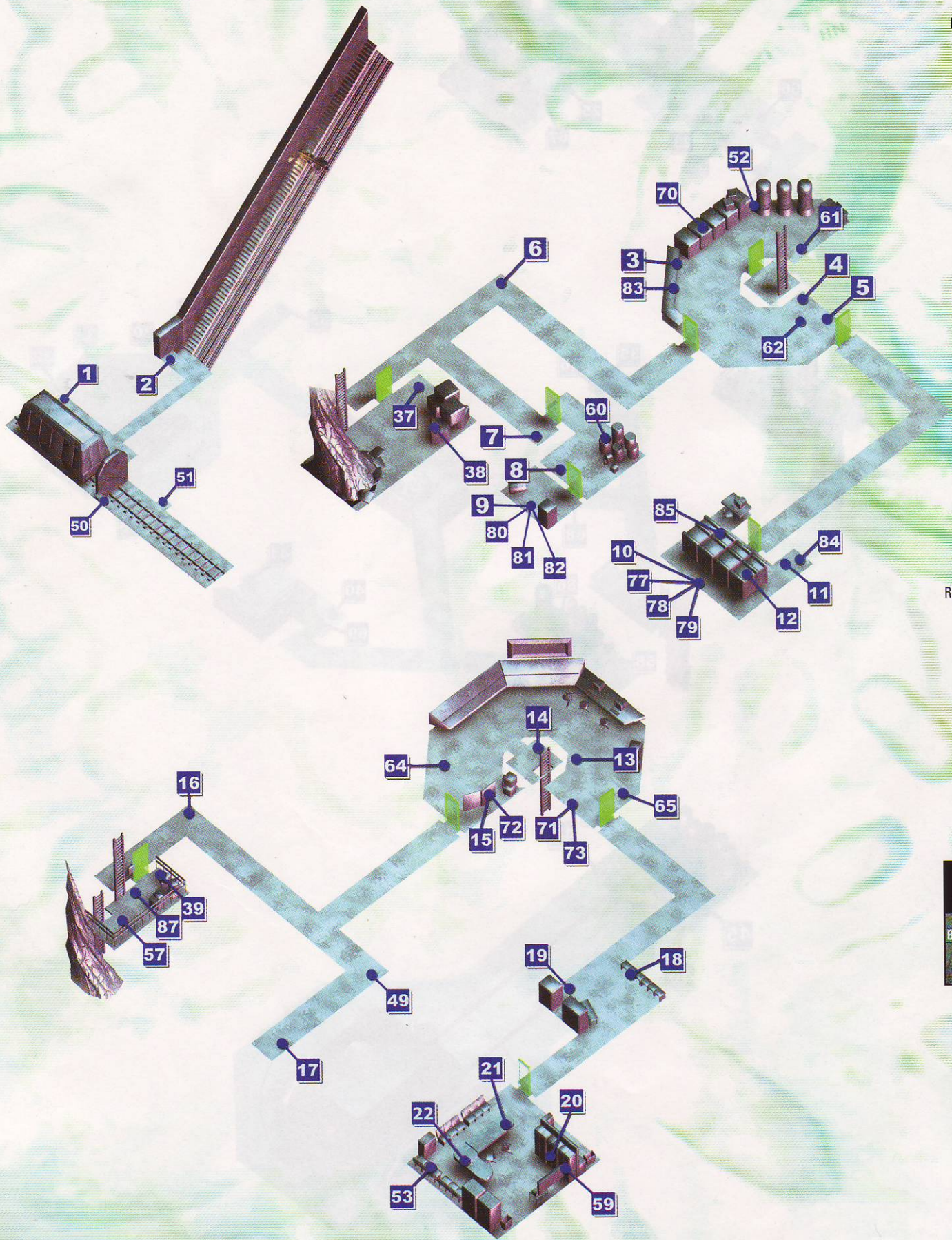
MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
87	Newspaper	1	Newspaper	1	No item		Newspaper	1
							None	
88	Newspaper	1	No item		Newspaper	1	None	
							Newspaper	1
89	No item		Newspaper	1	Newspaper	1	Newspaper	1
							None	
90	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
91	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
92	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
93	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15	Handgun Rounds	15
94	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
95	Handgun	15	Handgun	15	Handgun	15	Handgun	15
96	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
97	Handgun	15	Handgun	15	Handgun	15	Handgun	15
98	Handgun Rounds	21	Handgun Rounds	21	Handgun Rounds	21	Handgun Rounds	21
99	Handgun Rounds	14	Handgun Rounds	14	Handgun Rounds	14	Handgun Rounds	14
100	Lighter	1	Lighter	1	Lighter	1	Lighter	1
101	No item		No item		No item		No item	

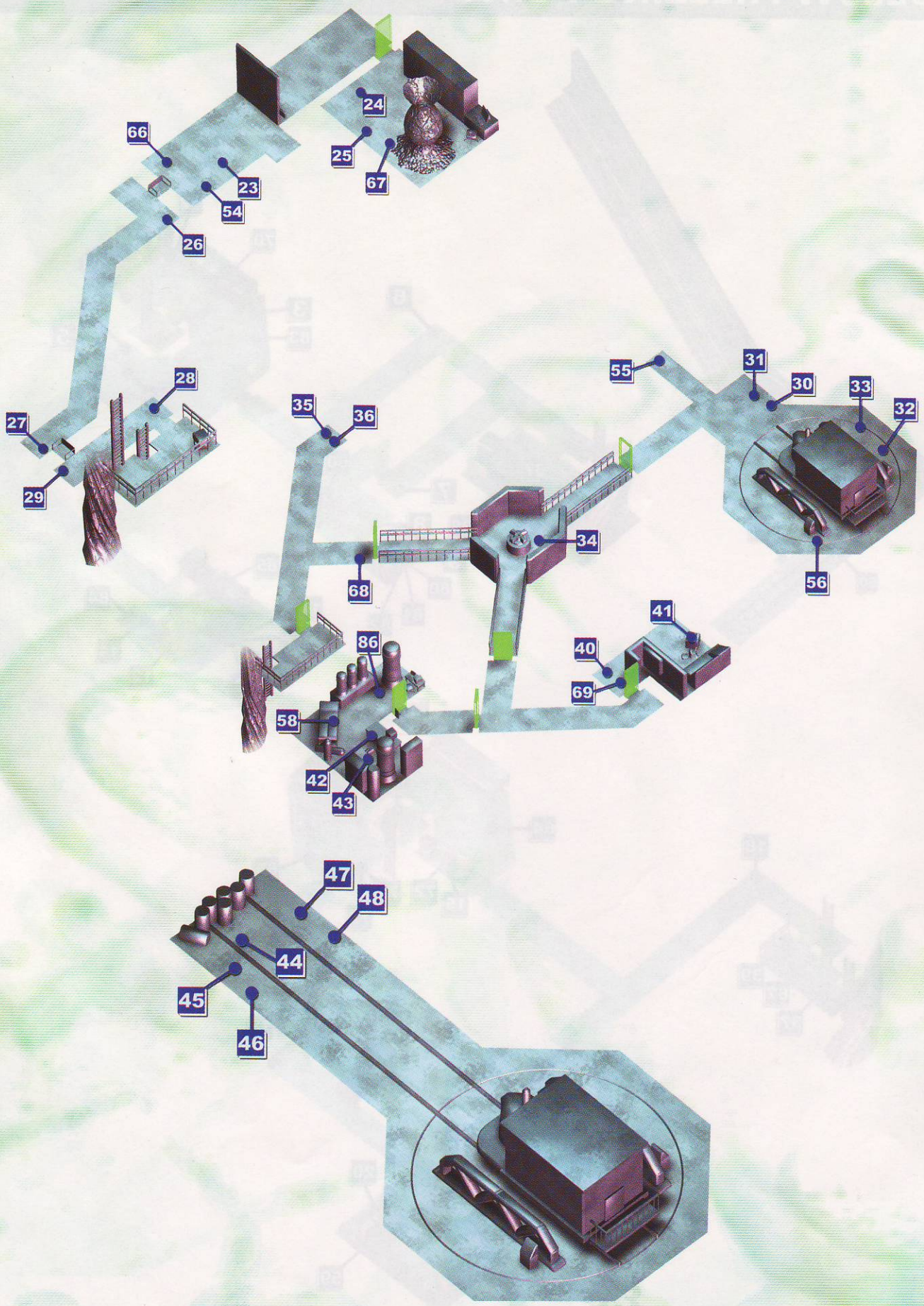
OUTBREAK VERY HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Blue Herb	1	Blue Herb	1	Green Herb	1	Green Herb	1
	Green Herb	1	Green Herb	1	Blue Herb	1	Blue Herb	1
2	Chopper	1	Chopper	1	First Aid Spray	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	Chopper	1	Chopper	1
3	Handgun	15	Handgun	15	Chopper	1	Chopper	1
	Chopper	1	Chopper	1	Handgun	15	Handgun	15
4	First Aid Spray	1	First Aid Spray	1	Handgun	15	Handgun	15
	Handgun	15	Handgun	15	First Aid Spray	1	First Aid Spray	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	None		Handgun Rounds	10	No item		Handgun Rounds	10
7	Chopper	1	Chopper	1	Chopper	1	Chopper	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	45 Auto Rounds	7	No item		45 Auto Rounds	7	No item	
9	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
10	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
11	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
12	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
13								
14	Scrub Brush	1	Scrub Brush	1	None		Scrub Brush	1
	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	None	
			None					
15	Green Herb	1	Green Herb	1	Staff Room Key	1	Staff Room Key	1
	Storage Key	1	None		Storage Key	1	None	
	Staff Room Key	1	Staff Room Key	1	Green Herb	1	Green Herb	1
16	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
17	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20	Stapler Gun	20
18	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
19	Blue tag key	1	Blue tag key	1	Blue tag key	1	Blue tag key	1
	None		None		None		None	
	Lighter	1	Lighter	1	Lighter	1	Lighter	1
20	Storage Key	1	Anti Virus	1	Storage Key	1	Anti Virus	1
	Anti Virus	1			Anti Virus	1		
21	No item		No item		No item		No item	
22	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
23	Long Pole	1	Long Pole	1	Long Pole	1	Long Pole	1
	None		None		None		None	
	Chopper	1	Chopper	1	Chopper	1	Chopper	1
24	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
25	Handgun Rounds	10	None		Handgun Rounds	10	None	
			Storage Key	1			Storage Key	1
			None				None	
26	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
28	Lighter	1	Lighter	1	Lighter	1	Lighter	1
	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
29	Handgun	15	First Aid Spray	1	Handgun	15	First Aid Spray	1
	First Aid Spray	1	Handgun	15	First Aid Spray	1	Handgun	15
30	Handgun Rounds	10	Blue Herb	1	Handgun Rounds	10	No item	
31	Forklift key	1	Forklift key	1	Forklift key	1	Forklift key	1
32	Blue Herb	1	Storage Key	1	Blue Herb	1	Storage Key	1
	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1	Key with Blue Tag	1
			Blue Herb	1			Blue Herb	1
33	Blue Herb	1	Handgun Rounds	10	Handgun Rounds	10		
34	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Storage Key	1			Storage Key	1		
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
36	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1	Alcohol Bottle	1
37	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
	Red Herb		Red Herb		Red Herb		Red Herb	
38	Blue Herb	1	Green Herb	1	Red Herb	1	Green Herb	1
	Green Herb	1	Blue Herb	1	Blue Herb	1	Red Herb	1
	Red Herb	1	Red Herb	1	Green Herb	1	Blue Herb	1
39	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
40	Handgun	15	Handgun	15	Handgun	15	Handgun	15
41	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
42	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
44	Newspaper	1	Newspaper 1		Newspaper	1	Newspaper	1
45	Staff Room Key	1	Staff Room Key	1	None		None	
	None		None		Staff Room Key	1	Staff Room Key	1
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
49	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
50	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
51	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
52	Handgun	15	Handgun	15	Handgun	15	Handgun	15
53	Handgun	15	Handgun	15	Handgun	15	Handgun	15
54	Chopper	1	Chopper	1	Chopper	1	Chopper	1
55	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
56	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1	Curved Iron Pipe	1
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
58	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
	Handgun Rounds	15	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	Lighter	1	Lighter	1	Lighter	1	Lighter	1
61	Spear	1	Spear	1	Spear	1	Spear	1
62	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
63	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
65	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
67	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
69	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6	Magnum Revolver	6
72	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1	Detonator Handle	1
73	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
74	Handgun	15	Handgun	15	Handgun	15	Handgun	15
75	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
76	Handgun Rounds	10	No item		Blue Herb	1	Handgun Rounds	10
77	Alcohol Bottle	1	No item		Alcohol Bottle	1	Handgun Rounds	10
78	No item		Handgun Rounds	15	No item		Blue Herb	1
79	None		None		None		None	
	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1	Staff Room Key	1
			Storage Key	1			Storage Key	1
80	No item		No item		No item		No item	
81	No item		No item		No item		No item	
82	No item		No item		No item		No item	
83	Pesticide Spray		Pesticide Spray		Pesticide Spray		Pesticide Spray	
84	No item		Alcohol Bottle	1	No item		Alcohol Bottle	1
85	Alcohol Bottle	1	Alcohol Bottle	1	No item		No item	
86	No item		No item		Alcohol Bottle	1	Alcohol Bottle	1
87	Newspaper	1	No item		No item		Newspaper	1
							None	
88	No item		No item		Newspaper	1	None	
							Newspaper	1
89	No item		Newspaper	1	No item		None	
							Newspaper	1
90	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
91	None		None		None		None	
	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1	Detonator Main Unit	1
92	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
93	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
94	No item		45 Auto Rounds	7	No item		45 Auto Rounds	7
95	Handgun	15	Handgun	15	Handgun	15	Handgun	15
96	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
97	Handgun	15	Handgun	15	Handgun	15	Handgun	15
98	No item		No item		No item		No item	
99	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
100	Lighter	1	Lighter	1	Lighter	1	Lighter	1
101	No item		No item		No item		No item	

BELOW FREEZING POINT




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BELOW FREEZING POINT EASY DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Handgun SG	13	Handgun SG	13	Green Herb		Green Herb	
2	Handgun SG	13	Green Herb		Iron Pipe	1	First Aid Spray	
3	Anti Virus (Large)		Survival Knife		First Aid Spray		Handgun SG	13
4	Green Herb		First Aid Spray		Iron Pipe	1	Green Herb	
5	Red Herb		Handgun Rounds	15	Handgun SG	13	Green Herb	
6	Survival Knife		45 Auto Rounds	12	Survival Knife		Yellow Chemical Bottle	3
7	Handgun SG	13	No item		No item		Iron Pipe	1
8	Red Herb		Green Herb		Green Herb		Red Herb	
9	UMB No.03		UMB No.03		UMB No.03		UMB No.03	
10	VP-017		VP-017		VP-017		VP-017	
11	No item		No item		No item		No item	
12	First Aid Spray		Handgun SG	13	45 Auto Rounds	12	Survival Knife	
13	First Aid Spray		Green Herb		Green Herb		First Aid Spray	
14	First Aid Spray		Handgun Rounds	32	Green Herb		Anti Virus (Large)	
15	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
16	Green Herb		Iron Pipe	1	Survival Knife		Handgun SG	13
17	Frozen Wrench		Frozen Wrench		Frozen Wrench		Frozen Wrench	
18	Survival Knife		Green Herb		Anti Virus (Large)		Iron Pipe	1
19	Handgun Rounds	32	Handgun SG	13	First Aid Spray		Grey Chemical Bottle	2
20	Anti Virus (Large)		Green Herb		Handgun Rounds	15	Survival Knife	
21	First Aid Spray		Handgun Rounds	32	Red Herb		Handgun Rounds	15
22	Yellow Chemical Bottle	3	Anti Virus (Large)		Red Herb		Yellow Chemical Bottle	3
23	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
24	Handgun Rounds	32	First Aid Spray		Green Herb		Iron Pipe	1
25	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
26	No item		Shotgun	7	Iron Pipe	1	First Aid Spray	
27	Shotgun	7	Iron Pipe	1	Broken Shotgun		Broken Shotgun	
28	Blue Herb		No item		Handgun Rounds	32	Handgun Rounds	32
29	Green Herb		Green Herb		First Aid Spray		Green Herb	
30	Blue Herb		Red Herb		Blue Herb		Red Herb	
31	First Aid Spray		Handgun Rounds	15	Lab Card Key		First Aid Spray	
32	Turn Table Key		Turn Table Key		Turn Table Key		Turn Table Key	
33	Lab Card Key		Lab Card Key		Handgun SG	13	Lab Card Key	
34	Handgun Rounds	15	Blue Herb		Red Herb		Iron Pipe	1
35	No item		Handgun Rounds	15	None		Green Herb	
36	Iron Pipe	1	First Aid Spray		Handgun Rounds	15	No item	
37	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
38	Handgun Rounds	15	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	Handgun Rounds	15
39	Handgun Rounds	32	First Aid Spray		Grey Chemical Bottle	3	First Aid Spray	
40	Shotgun Rounds	12	Shotgun	7	Iron Pipe	60	Handgun SG	13
41	First Aid Spray		Shotgun Rounds	12	Shotgun Rounds	12	First Aid Spray	
42	Shotgun	7	First Aid Spray		Handgun Rounds	15	Shotgun Rounds	12
43	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
44	Handgun Rounds	60	Handgun Rounds	60	Handgun Rounds	60	Handgun Rounds	60
45	Shotgun Rounds	24	Shotgun Rounds	24	Shotgun Rounds	24	Shotgun Rounds	24
46	First Aid Spray		First Aid Spray		First Aid Spray		First Aid Spray	
47	First Aid Spray		First Aid Spray		First Aid Spray		First Aid Spray	
48	Survival Knife		Survival Knife		Survival Knife		Survival Knife	
49	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Green Herb	
50	Iron Pipe	1	Handgun SG	13	Handgun SG	13	Iron Pipe	1
51	Green Herb		Iron Pipe	1	Handgun SG	13	First Aid Spray	
52	45 Auto Rounds	12	Red Herb		Green Herb		Anti Virus (Large)	
53	Iron Pipe	60	Survival Knife		Handgun Rounds	32	Blue Herb	
54	Red Herb		Handgun Rounds	32	Green Herb		Shotgun Rounds	12
55	Shotgun Rounds	12	Shotgun Rounds	12	First Aid Spray		Blue Herb	
56	Red Herb		Broken Shotgun		Shotgun Rounds	12	Handgun Rounds	32
57	Handgun SG	13	Iron Pipe	1	First Aid Spray		Shotgun	7
58	First Aid Spray		First Aid Spray		Shotgun	7	Red Herb	
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	First Aid Spray		Anti Virus (Large)		Handgun Rounds	32	Grey Chemical Bottle	2
61	Iron Pipe	1	Green Herb		First Aid Spray		Handgun Rounds	15
62	Green Herb		Red Herb		Anti Virus (Large)		Green Herb	
63	No item		No item		No item		No item	
64	Green Herb		First Aid Spray		Shotgun	7	First Aid Spray	
65	Green Herb		First Aid Spray		Red Herb		Green Herb	
66	Magnum Handgun	7	Magnum Handgun	7	Magnum Handgun	7	Magnum Handgun	7
67	Green Herb		Blue Herb		Blue Herb		Red Herb	
68	Handgun Rounds	15	No item		First Aid Spray		None	
69	Broken Shotgun		Red Herb		Grey Chemical Bottle	3	Shotgun	7
70	Grey Chemical Bottle	3	Green Herb		First Aid Spray		Grey Chemical Bottle	2
71	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
72	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
73	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
74	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
75	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
76	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
77	VP-017		VP-017		VP-017		VP-017	
78	VP-017		VP-017		VP-017		VP-017	
79	VP-017		VP-017		VP-017		VP-017	
80	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
81	UMB No.03		UMB No.03		UMB No.03		UMB No.03	
82	UMB No.03		UMB No.03		UMB No.03		UMB No.03	
83	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	Grey Chemical Bottle	3	Handgun SG	13
84	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3
85	Grey Chemical Bottle	3	First Aid Spray		Green Herb		45 Auto Rounds	12
86	Grey Chemical Bottle	3	Grey Chemical Bottle	3	No item		No item	
87	No item		Grey Chemical Bottle	3	No item		Handgun Rounds	32

BELOW FREEZING POINT NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Handgun SG	13	Iron Pipe	1	Green Herb		Green Herb	
2	Iron Pipe	1	Handgun SG	13	Iron Pipe	1	First Aid Spray	
3	Anti Virus		Survival Knife		First Aid Spray		Handgun SG	13
4	Green Herb		First Aid Spray		Iron Pipe	1	Green Herb	
							Handgun Rounds	15
5	Green Herb		Handgun Rounds	15	Handgun SG	13	Green Herb	
6	Survival Knife		45 Auto Rounds	7	Survival Knife		Yellow Chemical Bottle	2
	Handgun SG	13	Green Herb				Green Herb	
7	Handgun SG	13	No item		No item		Iron Pipe	1
	Survival Knife							
8	Red Herb		Green Herb		Green Herb		Red Herb	
			45 Auto Rounds	7				
9	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
10	VP-017		VP-017		VP-017		VP-017	
11	No item		No item		No item		No item	
12	First Aid Spray		Handgun SG	13	45 Auto Rounds	7	Survival Knife	
					None			
13	Green Herb		Green Herb		Green Herb		First Aid Spray	
14	First Aid Spray		Handgun Rounds	15	Green Herb		Anti Virus	
					First Aid Spray			
15	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
16	Green Herb		Iron Pipe	1	Survival Knife		Handgun SG	13
	Iron Pipe	1	Handgun SG	13				
	Handgun Rounds	15	Survival Knife					
17	Frozen Wrench		Frozen Wrench		Frozen Wrench		Frozen Wrench	
					None			
18	Survival Knife		Green Herb		Anti Virus		Iron Pipe	1
					Grey Chemical Bottle	3	Green Herb	
19	Handgun Rounds	15	Handgun SG	13	Iron Pipe	1	Grey Chemical Bottle	3
	Green Herb		Survival Knife					
	Iron Pipe	1	Iron Pipe	1				
20	Anti Virus		Green Herb		Handgun Rounds	15	Survival Knife	
21	First Aid Spray		Handgun Rounds	24	Red Herb		Handgun Rounds	15
							Green Herb	
22	Yellow Chemical Bottle	3	Anti Virus		None		Yellow Chemical Bottle	2
					45 Auto Rounds	7		
23	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
24	Handgun Rounds	24	First Aid Spray		Green Herb		Iron Pipe	1
							Handgun Rounds	15
25	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
					None			
26	No item		No item		Iron Pipe	1	No item	
27	Shotgun	7	Iron Pipe	1	Broken Shotgun		Broken Shotgun	
	Iron Pipe	1	First Aid Spray					
28	Blue Herb		No item		Handgun Rounds	24	Handgun Rounds	15
							Iron Pipe	1
29	Green Herb		Iron Pipe	1	First Aid Spray		Green Herb	
30	Blue Herb		Red Herb		Blue Herb		No item	
31	First Aid Spray		Handgun Rounds	24	Lab Card Key		First Aid Spray	
32	Turn Table Key		Turn Table Key		Turn Table Key		Turn Table Key	
33	Lab Card Key		Lab Card Key		Handgun SG	13	Lab Card Key	
34	Handgun Rounds	15	Blue Herb		Red Herb		Iron Pipe	1
					Handgun Rounds	15		
35	No item		Handgun Rounds	15	None		Green Herb	
					Blue Herb		Blue Herb	
36	Iron Pipe	1	First Aid Spray		Handgun Rounds	15	No item	
	Shotgun	7	Iron Pipe	1				
37	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
38	Handgun Rounds	15	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	Handgun Rounds	15
39	Handgun Rounds	24	Green Herb		Grey Chemical Bottle	3	First Aid Spray	
					Anti Virus			
40	No item		Shotgun	7	No item		Handgun SG	13
							None	
41	First Aid Spray		No item		Shotgun Rounds	7	First Aid Spray	
42	Handgun SG	13	First Aid Spray		Handgun Rounds	15	Shotgun Rounds	7
					Red Herb			
43	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
44	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
45	Shotgun Rounds	12	Shotgun Rounds	12	Shotgun Rounds	12	Shotgun Rounds	12
46	First Aid Spray		First Aid Spray		First Aid Spray		First Aid Spray	
47	First Aid Spray		First Aid Spray		First Aid Spray		First Aid Spray	
48	Survival Knife		Survival Knife		Survival Knife		Survival Knife	
49	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Green Herb	
							Iron Pipe	1
50	Iron Pipe	1	Handgun SG	13	No item		Iron Pipe	1
51	No item		Iron Pipe	1	Handgun SG	13	No item	
52	45 Auto Rounds	7	Red Herb		Green Herb		Anti Virus	
	Iron Pipe	1	Green Herb					
53	Iron Pipe	1	Survival Knife		Handgun Rounds	24	Blue Herb	
	Handgun Rounds	15	Iron Pipe	1			45 Auto Rounds	7
	Green Herb		Handgun SG	13				
54	Red Herb		No item		Green Herb		No item	
55	Shotgun Rounds	7	Handgun Rounds	15	First Aid Spray		Blue Herb	
							Green Herb	
56	No item		Broken Shotgun		No item		Handgun Rounds	15
57	Handgun SG	13	No item		First Aid Spray		Handgun Rounds	24
58	No item		No item		Shotgun	7	No item	
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	First Aid Spray		Anti Virus		Handgun Rounds	15	Grey Chemical Bottle	3
					First Aid Spray			
61	No item		First Aid Spray		First Aid Spray		Handgun Rounds	24
					Green Herb			
62	Green Herb		Green Herb		Anti Virus		Green Herb	
							Yellow Chemical Bottle	2
63	No item		No item		No item		No item	
64	Green Herb		First Aid Spray		Handgun SG	13	First Aid Spray	
65	Green Herb		Green Herb		Green Herb		Green Herb	
66	Magnum Handgun	5	Magnum Handgun	5	Magnum Handgun	5	Magnum Handgun	5
67	Green Herb		Blue Herb		Blue Herb		Red Herb	
68	Handgun Rounds	15	Shotgun Rounds	7	Iron Pipe	1	None	
							Handgun SG	13
69	Broken Shotgun		No item		Grey Chemical Bottle	3	Shotgun	7
70	No item		Green Herb		First Aid Spray		Iron Pipe	1
					Handgun Rounds	15		
71	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
72	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
73	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
74	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
75	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
76	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
77	VP-017		VP-017		VP-017		VP-017	
78	VP-017		VP-017		VP-017		VP-017	
79	VP-017		VP-017		VP-017		VP-017	
80	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
81	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
82	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
83	Yellow Chemical Bottle	3	Yellow Chemical Bottle	3	No item		Handgun SG	13
84	Yellow Chemical Bottle	3	No item		Yellow Chemical Bottle	3	Yellow Chemical Bottle	2
85	Iron Pipe	1	Green Herb		Green Herb		45 Auto Rounds	7
	45 Auto Rounds	7	Red Herb				Blue Herb	
86	Grey Chemical Bottle	3	Grey Chemical Bottle	3	No item		No item	
87	Grey Chemical Bottle	3	Grey Chemical Bottle	3	None		Green Herb	
					Frozen Wrench			

BELOW FREEZING POINT HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Handgun SG	10	No item		Green Herb		No item	
2	Iron Pipe	1	No item		Iron Pipe	1	First Aid Spray	
3	Anti Virus		No item		Green Herb		Handgun SG	10
4	Green Herb		Green Herb		Iron Pipe	1	Green Herb	
							Handgun Rounds	12
5	No item		Handgun Rounds	12	Handgun SG	10	Green Herb	
6	No item		45 Auto Rounds	3	Survival Knife		Yellow Chemical Bottle	1
			Green Herb				Green Herb	
7	Handgun SG	10	No item		No item		Iron Pipe	1
	Red Herb							
8	Red Herb		Green Herb		Green Herb		Red Herb	
	Handgun SG	10	45 Auto Rounds	3				
9	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
10	VP-017		VP-017		VP-017		VP-017	
11	No item		No item		No item		No item	
12	No item		Handgun SG	10	45 Auto Rounds	3	Survival Knife	
					Green Herb			
13	Green Herb		Green Herb		Green Herb		First Aid Spray	
14	First Aid Spray		Handgun Rounds	12	Green Herb		Anti Virus	
					None			
15	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
16	Green Herb		Iron Pipe	1	No item		Handgun SG	10
	Iron Pipe	1	Handgun SG	10				
	Handgun Rounds	12	Survival Knife					
17	Frozen Wrench		Frozen Wrench		Frozen Wrench		Frozen Wrench	
					None			
18	Survival Knife		Green Herb		Anti Virus		Iron Pipe	1
					Grey Chemical Bottle	2	Green Herb	
19	Handgun Rounds	12	Handgun SG	10	Iron Pipe	1	Grey Chemical Bottle	2
	Green Herb		Survival Knife					
	Iron Pipe	1	Iron Pipe	1				
20	Anti Virus		Green Herb		Handgun Rounds	12	No item	
21	First Aid Spray		Handgun Rounds	18	Red Herb		Handgun Rounds	12
							Green Herb	
22	No item		Anti Virus		Green Herb		Yellow Chemical Bottle	2
					45 Auto Rounds	3		
23	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
24	No item		First Aid Spray		Green Herb		Iron Pipe	1
							Handgun Rounds	12
25	Blue Herb		Blue Herb		Blue Herb		Blue Herb	
					None			
26	No item		No item		Iron Pipe	1	No item	
27	Shotgun	7	Iron Pipe	1	Broken Shotgun		Broken Shotgun	
	Iron Pipe	1	Green Herb					
28	Blue Herb		No item		No item		Handgun Rounds	12
							Iron Pipe	1
29	Green Herb		Green Herb		First Aid Spray		No item	
30	Blue Herb		Red Herb		Blue Herb		Green Herb	
31	Green Herb		Iron Pipe	1	Lab Card Key		Iron Pipe	1
32	Turn Table Key		Turn Table Key		Turn Table Key		Turn Table Key	
33	Lab Card Key		Lab Card Key		No item		Lab Card Key	
34	Handgun Rounds	12	Blue Herb		Red Herb		Iron Pipe	1
					Handgun Rounds	12		
35	No item		Handgun Rounds	12	None		Green Herb	
					Blue Herb		Blue Herb	
36	Iron Pipe	1	Green Herb		Handgun Rounds	1	No item	
	Shotgun	7	Iron Pipe	1				
37	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
	Grey Chemical Bottle	5	Grey Chemical Bottle	5	Grey Chemical Bottle	5	Grey Chemical Bottle	5
38	Handgun Rounds	12	Yellow Chemical Bottle	2	Yellow Chemical Bottle	2	Handgun Rounds	12
39	Handgun Rounds	18	No item		Grey Chemical Bottle	2	Green Herb	
					Anti Virus			
40	No item		Shotgun	7	No item		No item	
41	First Aid Spray		No item		Shotgun Rounds	7	First Aid Spray	
42	Iron Pipe	1	Green Herb		Handgun Rounds	12	Shotgun Rounds	7
					Red Herb			
43	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
44	Handgun Rounds	24	Handgun Rounds	24	Handgun Rounds	24	Handgun Rounds	24
45	Shotgun Rounds	10	Shotgun Rounds	10	Shotgun Rounds	10	Shotgun Rounds	10
46	Green Herb		No item		No item		First Aid Spray	
47	First Aid Spray		First Aid Spray		First Aid Spray		Green Herb	
48	Iron Pipe	1	Iron Pipe	1	No item		Iron Pipe	1
49	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Green Herb	
							Iron Pipe	1
50	No item		Handgun SG	10	No item		Iron Pipe	1
51	Green Herb		Iron Pipe	1	Handgun SG	10	No item	
52	45 Auto Rounds	3	Red Herb		Green Herb		Anti Virus	
	Iron Pipe	1	Green Herb					
53	Iron Pipe	1	Survival Knife		Handgun Rounds	18	Blue Herb	
	Handgun Rounds	12	Iron Pipe	1			45 Auto Rounds	3
	Green Herb		Handgun SG	10				
54	Red Herb		No item		Green Herb		No item	
55	Shotgun Rounds	7	Handgun Rounds	12	Green Herb		Blue Herb	
							Green Herb	
56	No item		Broken Shotgun		No item		Handgun Rounds	18
57	Handgun SG	10	No item		First Aid Spray		Green Herb	
58	Green Herb		Green Herb		Shotgun	7	Green Herb	
59	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
60	Green Herb		Anti Virus		Handgun Rounds	12	Grey Chemical Bottle	1
					First Aid Spray			
61	No item		Iron Pipe	1	None		Handgun Rounds	12
					Green Herb			
62	Green Herb		Green Herb		Anti Virus		Green Herb	
							Yellow Chemical Bottle	1
63	No item		No item		No item		No item	
64	Green Herb		First Aid Spray		Handgun SG	10	No item	
65	No item		First Aid Spray		Green Herb		Green Herb	
66	Magnum Handgun	3	Magnum Handgun	3	Magnum Handgun	3	Magnum Handgun	3
67	Green Herb		Blue Herb		Blue Herb		Red Herb	
68	Handgun Rounds	12	Shotgun Rounds	7	Iron Pipe	1	No item	
69	Broken Shotgun		No item		Grey Chemical Bottle		Shotgun	7
70	No item		Green Herb		First Aid Spray		Grey Chemical Bottle	1
					Handgun Rounds	12		
71	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
72	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
73	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
74	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
75	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
76	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
77	VP-017		VP-017		VP-017		VP-017	
78	VP-017		VP-017		VP-017		VP-017	
79	VP-017		VP-017		VP-017		VP-017	
80	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
81	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
82	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
83	Yellow Chemical Bottle	2	Yellow Chemical Bottle	2	Iron Pipe	1	Handgun SG	10
84	Yellow Chemical Bottle	2	No item		Yellow Chemical Bottle		Yellow Chemical Bottle	1
85	Iron Pipe	1	Green Herb		Green Herb		45 Auto Rounds	3
	45 Auto Rounds	3	Red Herb				Blue Herb	
86	Grey Chemical Bottle	2	Grey Chemical Bottle	2	No item		No item	
87	Grey Chemical Bottle	2	Grey Chemical Bottle	2	None		Green Herb	
					Frozen Wrench			

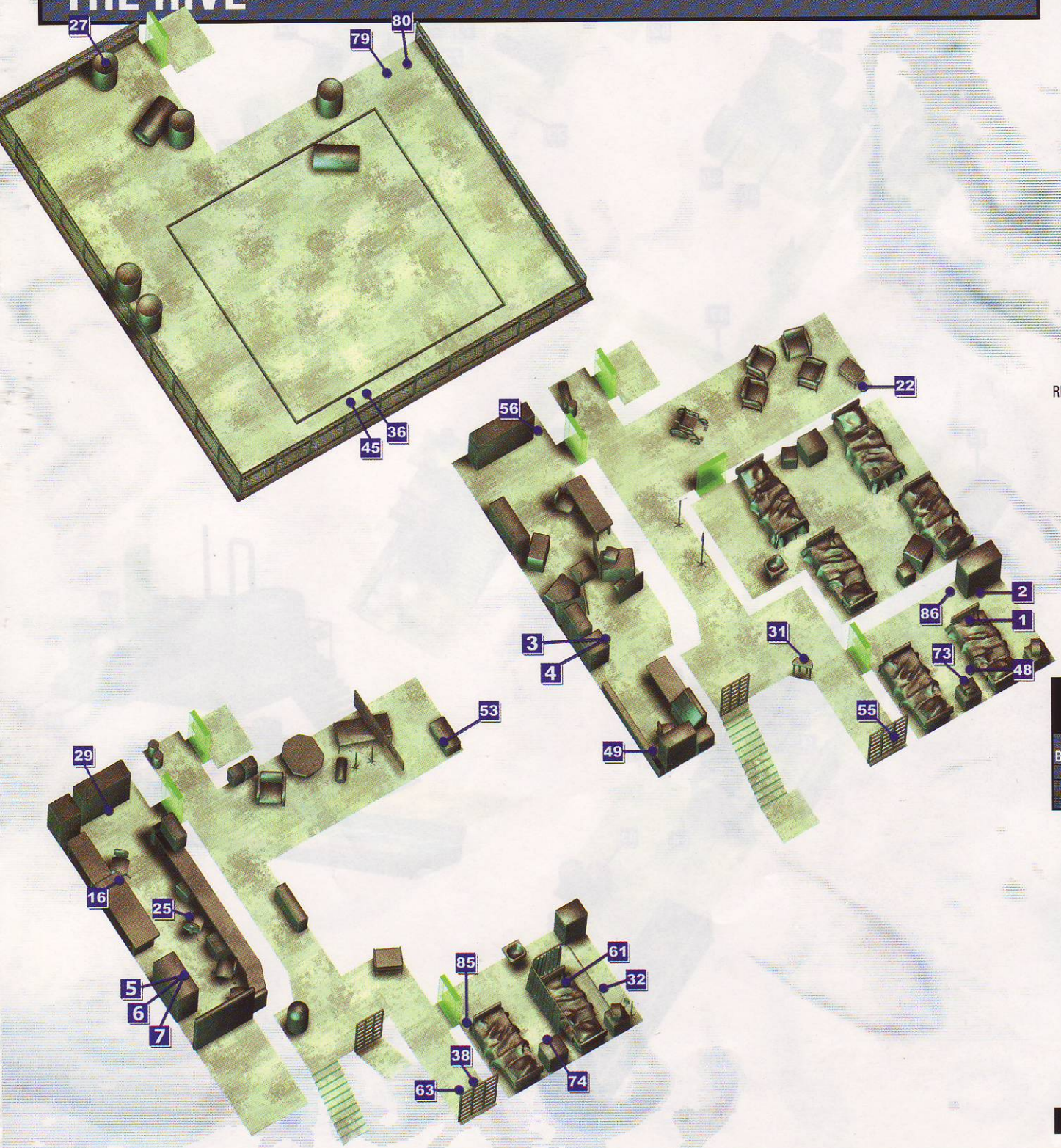
BELOW FREEZING POINT VERY HARD DIFFICULTY

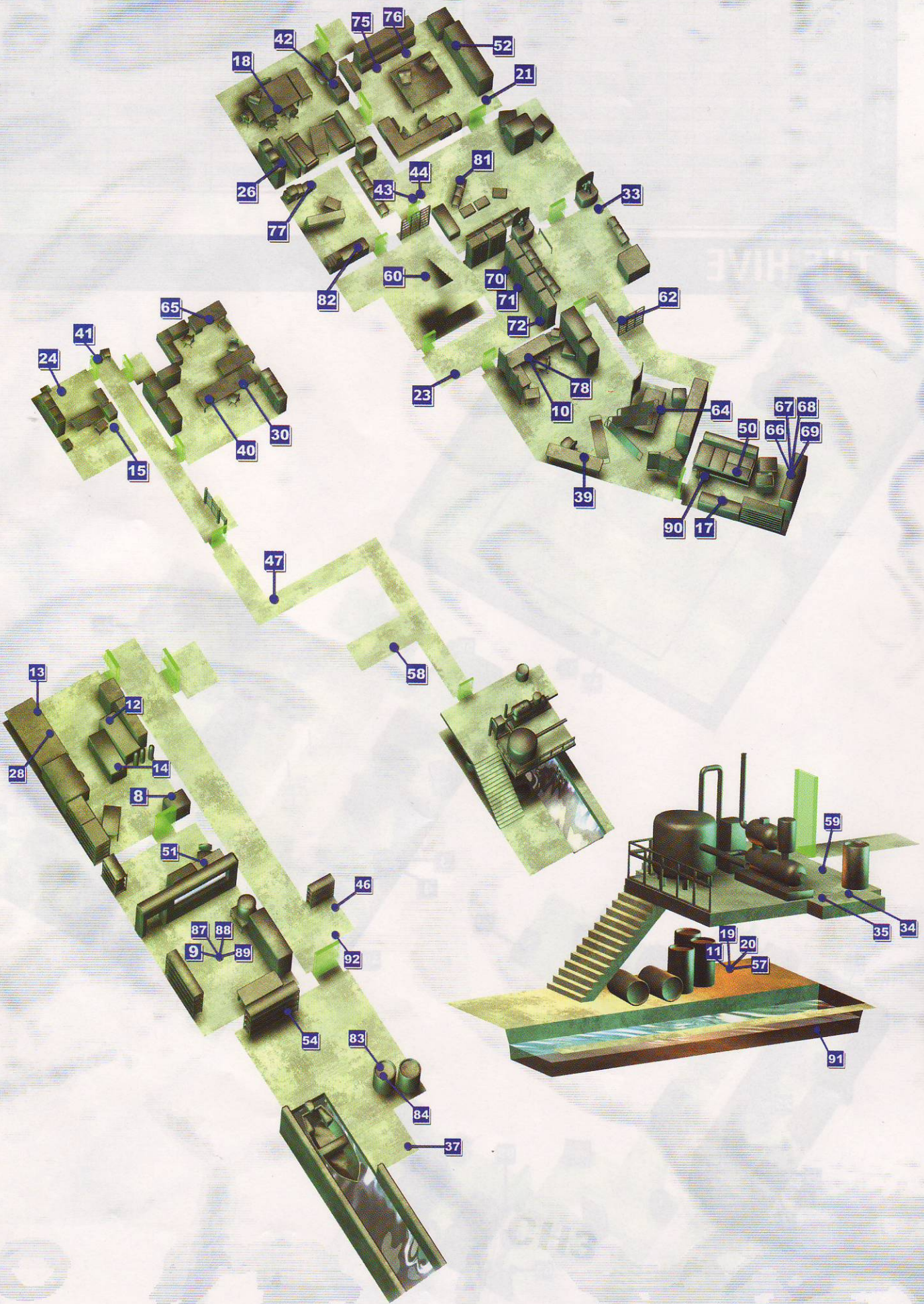
MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Handgun SG	10	Iron Pipe	1	Green Herb		Green Herb	
2	Iron Pipe	1	No item		Iron Pipe	1	First Aid Spray	
3	No item		No item		First Aid Spray		Handgun SG	10
4	Green Herb		Green Herb		Iron Pipe	1	Green Herb	
							Handgun Rounds	10
5	No item		Handgun Rounds	12	Handgun SG	10	Green Herb	
6	No item		None		Survival Knife		Yellow Chemical Bottle	1
			Green Herb		None		Green Herb	
7	Handgun SG	10	No item		No item		Iron Pipe	1
	Red Herb							
8	Red Herb		Green Herb		Green Herb		No item	
	Handgun SG	10	None					
9	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
10	VP-017		VP-017		VP-017		VP-017	
11	No item		No item		No item		No item	
12	No item		Handgun SG	10	No item		Survival Knife	
13	Green Herb		Green Herb		Green Herb		No item	
14	Green Herb		Handgun Rounds	10	Green Herb		No item	
15	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
16	Green Herb		Iron Pipe	1	None		Handgun SG	10
	Iron Pipe	1	Handgun SG	10	Survival Knife			
	Handgun Rounds	10	Survival Knife					
17	Frozen Wrench		Frozen Wrench		Frozen Wrench		Frozen Wrench	
					None			
18	Survival Knife		No item		Green Herb		Iron Pipe	20
					Grey Chemical Bottle	1	Green Herb	
19	Handgun Rounds	10	Handgun SG	10	Iron Pipe	1	Grey Chemical Bottle	1
	Green Herb		Survival Knife					
	Iron Pipe	1	Iron Pipe	1				
20	Green Herb		Green Herb		Handgun Rounds	10	No item	
21	First Aid Spray		Handgun Rounds	12	No item		Handgun Rounds	10
							Green Herb	
22	No item		No item		No item		No item	
23	Blue Herb		Blue Herb		Green Herb		Blue Herb	
24	No item		Green Herb		Green Herb		Iron Pipe	1
							Handgun Rounds	10
25	No item		No item		Blue Herb		No item	
					None			
26	No item		No item		Iron Pipe	1	No item	
27	Shotgun	7	Iron Pipe	1	Broken Shotgun		Broken Shotgun	
	Iron Pipe	1	Green Herb					
28	No item		No item		Handgun Rounds	10	Handgun Rounds	10
							Iron Pipe	1
29	Green Herb		Green Herb		First Aid Spray		Green Herb	
30	Blue Herb		Blue Herb		Blue Herb		Green Herb	
31	Green Herb		Green Herb		Lab Card Key		Iron Pipe	1
32	Turn Table Key		Turn Table Key		Turn Table Key		Turn Table Key	
33	Lab Card Key		Lab Card Key		Handgun SG	10	Lab Card Key	
34	No item		No item		Red Herb		Iron Pipe	1
					None			
35	No item		First Aid Spray		None		Green Herb	
					Blue Herb		Blue Herb	
36	Iron Pipe	1	Green Herb		No item		No item	
	Shotgun	7	Iron Pipe	1				
37	Grey Chemical Bottle	3	Grey Chemical Bottle	4	Grey Chemical Bottle	5	Grey Chemical Bottle	5
38	Handgun Rounds	12	Yellow Chemical Bottle	1	Yellow Chemical Bottle	1	Handgun Rounds	12
39	Handgun Rounds	12	No item		Grey Chemical Bottle	1	Green Herb	
					Green Herb			
40	No item		Shotgun	7	No item		No item	
41	First Aid Spray		No item		Shotgun Rounds	7	First Aid Spray	
42	No item		No item		None		Shotgun Rounds	7
					Red Herb			
43	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
44	Handgun Rounds	18	Handgun Rounds	18	Handgun Rounds	18	Handgun Rounds	18
45	No item		No item		No item		No item	
46	Green Herb		Green Herb		No item		First Aid Spray	
47	First Aid Spray		First Aid Spray		First Aid Spray		Green Herb	
48	Iron Pipe	1	Iron Pipe	1	No item		Iron Pipe	1
49	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Green Herb	
							Iron Pipe	1
50	No item		No item		No item		No item	
51	No item		No item		Handgun SG	10	No item	
52	None		Red Herb		Green Herb		No item	
	Iron Pipe	1	Green Herb					
53	Iron Pipe	1	Survival Knife		Handgun Rounds	12	No item	
	Handgun Rounds	10	Iron Pipe	1				
	Green Herb		Handgun SG	10				
54	No item		No item		Green Herb		No item	
55	Shotgun Rounds	7	Handgun Rounds	10	No item		Blue Herb	
							Green Herb	

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
56	No item		Broken Shotgun		No item		No item	
57	Handgun SG	10	Handgun SG	10	No item		Green Herb	
58	Green Herb		Green Herb		Green Herb		No item	
59	Handgun SG	10	Handgun SG	10	Shotgun	7	Handgun SG	10
60	Green Herb		No item		Handgun Rounds	12	Grey Chemical Bottle	1
					None			
61	No item		Iron Pipe	1	Green Herb		Handgun Rounds	12
62	Green Herb		Green Herb		No item		Green Herb	
							Yellow Chemical Bottle	1
63	No item		No item		No item		No item	
64	Green Herb		First Aid Spray		Handgun SG	10	No item	
65	No item		Green Herb		Green Herb		Green Herb	
66	Magnum Handgun	1	Magnum Handgun	1	Magnum Handgun	1	Magnum Handgun	1
67	Green Herb		No item		No item		Red Herb	
68	Handgun Rounds	10	Shotgun Rounds	7	Iron Pipe	1	No item	
69	Broken Shotgun		No item		Yellow Chemical Bottle	1	Shotgun	7
70	No item		No item		None		No item	
					Handgun Rounds	12		
71	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
72	Valve Handle		Valve Handle		Valve Handle		Valve Handle	

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
73	Valve Handle		Valve Handle		Valve Handle		Valve Handle	
74	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
75	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
76	Hand Burner		Hand Burner		Hand Burner		Hand Burner	
77	VP-017		VP-017		VP-017		VP-017	
78	VP-017		VP-017		VP-017		VP-017	
79	VP-017		VP-017		VP-017		VP-017	
80	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
81	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
82	UMB NO.03		UMB NO.03		UMB NO.03		UMB NO.03	
83	Yellow Chemical Bottle	1	Yellow Chemical Bottle	1	Grey Chemical Bottle	1	Handgun SG	10
84	Yellow Chemical Bottle	1	No item		No item		Yellow Chemical Bottle	1
85	Iron Pipe	1	Green Herb	1	Green Herb	1	No item	
	None		Red Herb	1				
86	Grey Chemical Bottle	1	No item		No item		No item	
87	Grey Chemical Bottle	1	Grey Chemical Bottle	1	None		Green Herb	
					Frozen Wrench	1		

THE HIVE




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THE HIVE EASY DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1
2	Handgun	15	Handgun	15	Handgun	15	Handgun	15
3	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
4	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
5	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
6	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
7	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
8	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
9	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
10	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
11	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
12	No item		No item		No item		No item	
13	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1
14	Investigation Request	1	Investigation Request	1	Investigation Request	1	Investigation Request	1
15	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
16	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
17	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
18	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
19	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
20	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
21	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
22	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
23	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
24	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
25	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
26	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
27	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
28	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
29	Handgun	15	Handgun	15	Burst Handgun	20	Handgun	15
	Burst Handgun	20	Burst Handgun	20	Handgun	15	Burst Handgun	20
30	Handgun	15	Burst Handgun	20	Handgun	15	Handgun	15
	Burst Handgun	20	Handgun	15	Burst Handgun	20	Burst Handgun	20
31	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
32	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
33	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
34	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
39	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
40	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
41	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
42	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
45	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
46	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
47	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
50	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
51	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
52	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
53	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
56	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
57	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
58	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
59	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
60	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
61	Chopper	1	Chopper	1	Chopper	1	Chopper	1
62	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
65	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
66	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
67	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
68	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
69	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
70	Burst Handgun	20	Handgun	15	Handgun	15	Handgun	15
	Handgun	15	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20
71	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
72	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
73	Stick	1	Stick	1	Stick	1	Stick	1
74	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
75	Recovery Medicine	1	Anti Virus	1	Anti Virus	1	Recovery Medicine	1
	Anti Virus	1	Recovery Medicine	1	Recovery Medicine	1	Anti Virus	1
76	Recovery Medicine	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
	Recovery Medicine (Large)	1	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1
77	Handgun	15	Handgun	15	Handgun	15	Burst Handgun	20
	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20	Handgun	15
78	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
79	Sub Machinegun	30	Sub Machinegun	30	Sub Machinegun	30	Sub Machinegun	30
80	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
81	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
82	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
83	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
84	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
85	Crutch	1	Crutch	1	Crutch	1	Crutch	1
86	Crutch	1	Crutch	1	Crutch	1	Crutch	1
87	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
88	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
89	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
90	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
91	No item		No item		No item		No item	
92	Crutch	1	Crutch	1	Crutch	1	Crutch	1

THE HIVE NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1
2	Handgun	15	Handgun	15	Handgun	15	Handgun	15
3	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
4	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
5	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
6	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
7	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
8	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
9	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
10	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
11	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
12	No item		No item		No item		No item	
13	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1
14	Investigation Request		Investigation Request	1	Investigation Request	1	Investigation Request	1
15	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
16	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
17	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
18	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
19	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
20	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
21	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
22	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
23	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
24	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
25	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
26	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
27	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
28	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
29	Handgun	15	Handgun	15	Burst Handgun	20	Handgun	15
	Burst Handgun	20	Burst Handgun	20	Handgun	15	Burst Handgun	20
30	Handgun	15	Burst Handgun	20	Handgun	15	Handgun	15
	Burst Handgun	20	Handgun	15	Burst Handgun	20	Burst Handgun	20
31	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
32	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
33	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
34	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Red Herb	1	Red Herb	1	Red Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Red Herb	1
39	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
40	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
41	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
42	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
45	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
46	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
47	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	Hemostat	1	Hemostat	1	First Aid Spray	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	Hemostat	1	Hemostat	1
50	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
51	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
52	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
53	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
56	Scrub Brush	30	Scrub Brush	30	Scrub Brush	30	Scrub Brush	30
57	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
58	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
59	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
60	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
61	Chopper	1	Chopper	1	Chopper	1	Chopper	1
62	First Aid Spray	1	First Aid Spray	1	Green Herb	1	Green Herb	1
	Green Herb	1	Green Herb	1	First Aid Spray	1	First Aid Spray	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
65	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
66	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
67	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
68	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
69	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
70	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
71	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
72	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
73	Stick	1	Stick	1	Stick	1	Stick	1
74	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
75	Recovery Medicine (Large)	1	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1
	Recovery Medicine	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
76	Recovery Medicine	1	Hemostat	1	Recovery Medicine	1	Recovery Medicine	1
	Hemostat	1	Recovery Medicine	1	Hemostat	1	Hemostat	1
77	Burst Handgun	20	Handgun	15	Handgun	15	Burst Handgun	20
	Handgun	15	Burst Handgun	20	Burst Handgun	20	Handgun	15
78	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
79	Sub Machinegun	20	Sub Machinegun	20	Sub Machinegun	20	Sub Machinegun	20
80	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
81	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
82	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
83	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
84	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
85	Crutch	1	Crutch	1	Crutch	1	Crutch	1
86	Crutch	1	Crutch	1	Crutch	1	Crutch	1
87	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
88	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
89	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
90	No item		No item		No item		No item	
91	No item		No item		No item		No item	
92	Crutch	1	Crutch	1	Crutch	1	Crutch	1

THE HIVE NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1
2	Handgun	15	Handgun	15	Handgun	15	Handgun	15
3	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
4	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
5	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
6	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
7	No item		No item		No item		No item	
8	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
9	Level 2 Card Key	1	Level 2 Card Key	1	Level 2 Card Key	1	Level 2 Card Key	1
10	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
11	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
12	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
13	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1
14	Investigation Request	1	Investigation Request	1	Investigation Request	1	Investigation Request	1
15	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
16	Anti Virus	1	Anti Virus	1	Hemostat	1	Hemostat	1
	Hemostat	1	Hemostat	1	Anti Virus	1	Anti Virus	1
17	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
18	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
19	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
20	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
21	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
22	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
23	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
24	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
25	No item		Handgun Rounds	20	Handgun Rounds	20	No item	
26	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Antidote	1
27	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
28	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
29	Handgun	15	Handgun	15	Handgun	15	Handgun	15
30	Handgun	15	Handgun	15	Handgun	15	Handgun	15
31	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
32	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
33	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
34	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
40	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
41	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
42	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
45	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
46	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
47	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
50	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
51	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
52	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
53	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	No item		No item		No item		No item	
56	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
57	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
58	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
59	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
60	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
61	Chopper	1	Handgun Rounds	20	Chopper	1	Handgun Rounds	20
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
65	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
66	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
67	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
68	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
69	No item		No item		No item		No item	
70	Chopper	1	Chopper	1	Chopper	1	Chopper	1
71	Handgun Magazine	15	Antidote	1	Handgun Rounds	20	Handgun Magazine	15
72	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
73	Stick	1	Stick	1	Stick	1	Stick	1
74	Handgun Rounds	20	Handgun Magazine	15	Antidote	1	Handgun Magazine	15
75	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1
76	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
77	Handgun	15	Handgun	15	Handgun	15	Handgun	15
78	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
79	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20
80	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
81	Chopper	1	Chopper	1	Chopper	1	Chopper	1
82	Handgun Rounds	20	No item		No item		Handgun Rounds	20
83	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
84	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
85	Crutch	1	Crutch	1	Crutch	1	Crutch	1
86	Crutch	1	Crutch	1	Crutch	1	Crutch	1
87	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
88	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
89	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
90	No item		No item		Handgun Rounds	20	No item	
91	Handgun Rounds	20	No item		No item		No item	
92	Crutch	1	Crutch	1	Crutch	1	Crutch	1
	Crutch	1					Crutch	1

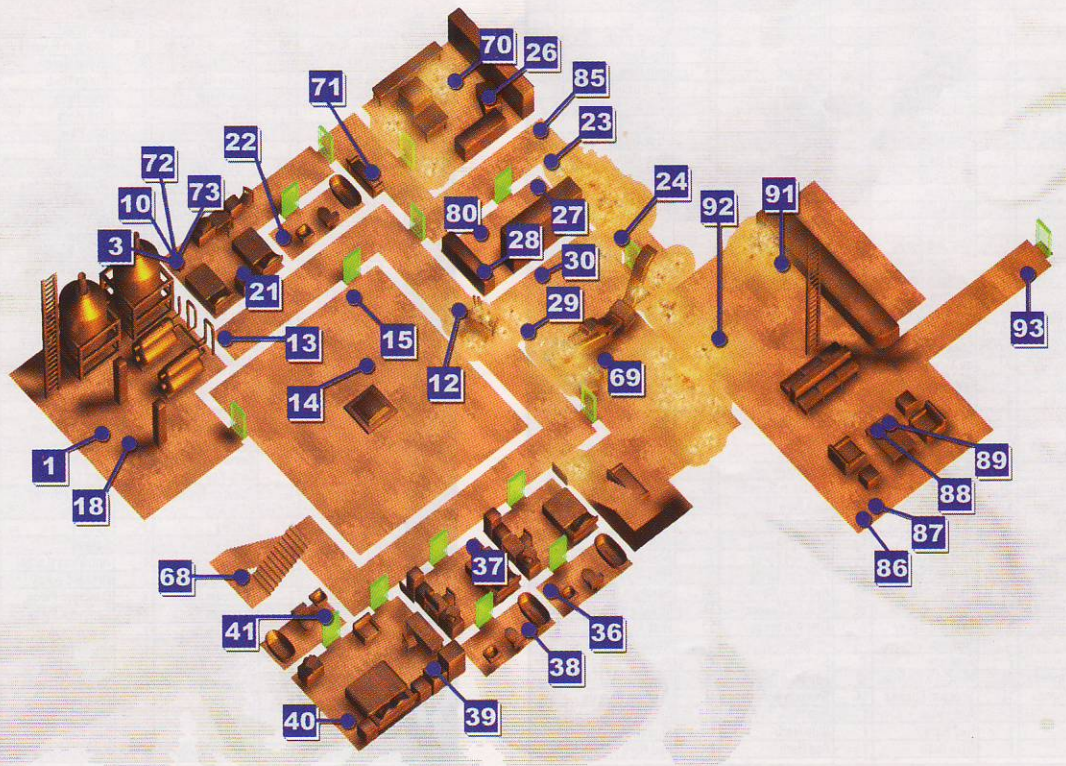
THE HIVE HARD DIFFICULTY

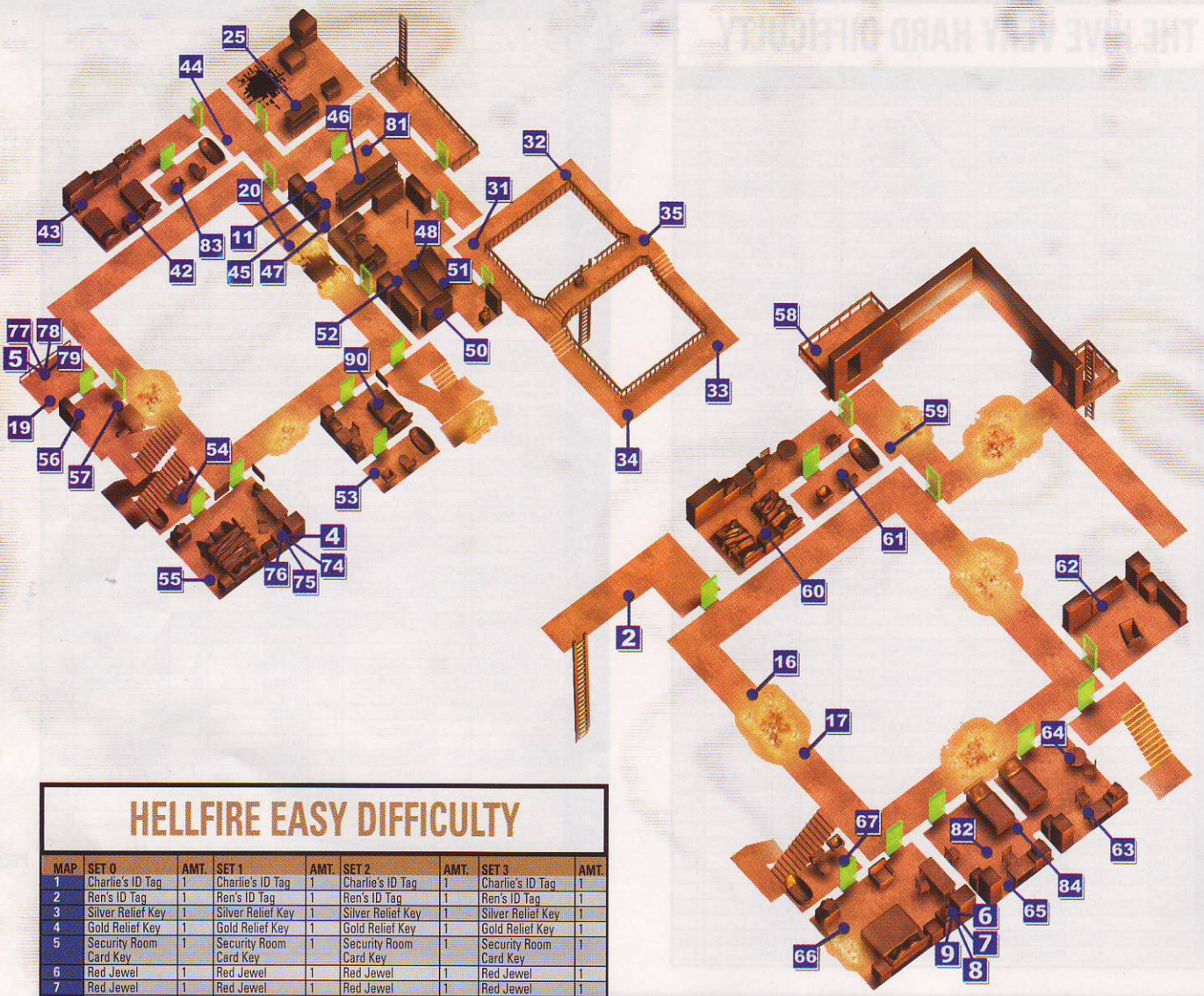
MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1
2	Handgun	15	Handgun	15	Handgun	15	Handgun	15
3	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
4	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
5	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
6	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
7	No item		No item		No item		No item	
8	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
9	Level 2 Card Key	1	Level 2 Card Key	1	Level 2 Card Key	1	Level 2 Card Key	1
10	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
11	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
12	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
13	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1
14	Investigation Request	1	Investigation Request	1	Investigation Request	1	Investigation Request	1
15	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
16	Anti Virus	1	Anti Virus	1	Hemostat	1	Hemostat	1
	Hemostat	1	Hemostat	1	Anti Virus	1	Anti Virus	1
17	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
18	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
19	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
20	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
21	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
22	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
23	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
24	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
25	No item		Handgun Rounds	20	Handgun Rounds	20	No item	
26	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Antidote	1
27	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
28	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
29	Handgun	15	Handgun	15	Handgun	15	Handgun	15
30	Handgun	15	Handgun	15	Handgun	15	Handgun	15
31	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
32	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
33	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
34	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
40	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
41	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
42	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
45	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
46	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
47	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
50	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
51	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
52	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
53	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	No item		No item		No item		No item	
56	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
57	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
58	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
59	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
60	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
61	Chopper	1	Handgun Rounds	20	Chopper	1	Handgun Rounds	20
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
65	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
66	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
67	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
68	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
69	No item		No item		No item		No item	
70	Chopper	1	Chopper	1	Chopper	1	Chopper	1
71	Handgun Magazine	15	Antidote	1	Handgun Rounds	20	Handgun Magazine	15
72	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
73	Stick	1	Stick	1	Stick	1	Stick	1
74	Handgun Rounds	20	Handgun Magazine	15	Antidote	1	Handgun Magazine	15
75	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1
76	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
77	Handgun	15	Handgun	15	Handgun	15	Handgun	15
78	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
79	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20
80	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
81	Chopper	1	Chopper	1	Chopper	1	Chopper	1
82	Handgun Rounds	20	No item		No item		Handgun Rounds	20
83	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
84	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
85	Crutch	1	Crutch	1	Crutch	1	Crutch	1
86	Crutch	1	Crutch	1	Crutch	1	Crutch	1
87	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
88	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
89	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
90	No item		No item		Handgun Rounds	20	No item	
91	Handgun Rounds	20	No item		No item		No item	
92	Crutch	1	Crutch	1	Crutch	1	Crutch	1
	Crutch	1					Crutch	1

THE HIVE VERY HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1	Male Nurse's Diary	1
2	Handgun	15	Handgun	15	Handgun	15	Handgun	15
3	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
4	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
5	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
6	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
7	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1	Blood Infusion Pack	1
8	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
9	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
10	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
11	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
12	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
13	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1	Researcher's Diary	1
14	Investigation Request	1	Investigation Request	1	Investigation Request	1	Investigation Request	1
15	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
16	Anti Virus	1	Anti Virus	1	Anti Virus	1	None	
	Hemostat	1	None		None		Hemostat	1
	None		Hemostat	1	Hemostat	1	Anti Virus	1
17	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
18	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
19	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
20	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
21	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
22	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
23	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
24	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
25	No item		No item		No item		No item	
26	Handgun Rounds	2	Handgun Rounds	2	Handgun Rounds	2	Hemostat	1
	Hemostat	1	Hemostat	1	Hemostat	1	Handgun Rounds	2
27	Handgun Rounds	20	Wooden Pole	1	Anti Virus	1	Handgun Rounds	20
28	Wooden Pole	1	Handgun Rounds	20	Handgun Rounds	20	Wooden Pole	1
29	Handgun	15	Handgun	15	Handgun Magazine	15	Handgun Magazine	15
							Handgun	15
30	Handgun	15	Handgun Magazine	15	Handgun	15	Handgun	15
							Handgun Magazine	15
31	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
32	Blue Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
33	Green Herb	1	Blue Herb	1	Green Herb	1	Green Herb	1
34	Green Herb	1	Green Herb	1	Blue Herb	1	Green Herb	1
35	Green Herb	1	Blue Herb	1	Green Herb	1	Blue Herb	1
	Blue Herb	1	Green Herb	1	Blue Herb	1	Green Herb	1
36	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Blue Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
40	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
41	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
42	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
43	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
44	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
45	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
46	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
47	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
48	No item		No item		No item		No item	
49	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
50	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
51	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
52	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
	None		None		None		None	
53	None		None		First Aid Spray	1	First Aid Spray	1
	First Aid Spray	1	First Aid Spray	1	None		None	
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	No item		No item		No item		No item	
56	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1	Scrub Brush	1
57	Chain Key	1	Chain Key	1	Chain Key	1	Chain Key	1
58	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
			Iron Pipe	1	Iron Pipe	1		
59	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1			Iron Pipe	1
60	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
					Iron Pipe	1	Iron Pipe	1
61	None		Chopper	1	Chopper	1	Chopper	1
	Chopper	1	None		None		None	
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	First Aid Spray	1	First Aid Spray	1	None		First Aid Spray	1
	None		None		First Aid Spray	1	None	
	First Aid Spray	1					First Aid Spray	1
65	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	None	
	None		None		None		First Aid Spray	1
66	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
67	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1	Recovery Medicine Base	1
68	No item		No item		No item		No item	
69	No item		No item		No item		No item	
70	Chopper	1	Recovery Medicine	1	Recovery Medicine	1	Recovery Medicine	1
	Recovery Medicine	1	Chopper	1	Chopper	1	Chopper	1
71	Handgun Rounds	20	Antidote	1	Handgun Rounds	20	Antidote	1
72	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
73	Stick	1	Stick	1	Stick	1	Stick	1
74	Antidote	1	Handgun Rounds	20	Antidote	1	Handgun Rounds	20
75	Recovery Medicine	1	Hemostat	1	Recovery Medicine	1	Recovery Medicine	1
	Hemostat	1	Recovery Medicine	1	Hemostat	1	Hemostat	1
76	Hemostat	1	Hemostat	1	Hemostat	1	Hemostat	1
77	Handgun Magazine	15	Handgun	15	Handgun	15	Handgun	15
							Handgun Magazine	15
78	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1	Card Key Level 1	1
79	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20	Burst Handgun	20
80	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
81	Chopper	1	None		None		Chopper	1
	None		Chopper	1	Chopper	1	None	
82	None		Chopper	1	Chopper	1	None	
	Chopper	1	None		None		Chopper	1
83	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
84	No item		No item		No item		No item	
85	Crutch	1	Crutch	1	Crutch	1	Crutch	1
	Crutch	1			Crutch	1		
86	Crutch	1	Crutch	1	Crutch	1	Crutch	1
	Crutch	1	Crutch	1	Crutch	1	Crutch	1
87	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
88	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
89	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1	Card Key Level 2	1
90	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
91	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
92	Crutch	1	Crutch	1	Crutch	1	Crutch	1
			Crutch	1			Crutch	1

HELLFIRE





HELLFIRE EASY DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1
2	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1
3	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
4	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
5	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
6	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
7	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
8	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
9	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
10	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
11	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
12	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
13	Handgun	15	Handgun	15	Handgun	15	Handgun	15
14	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
15	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
16	Handgun	15	Handgun	15	Handgun	15	Handgun	15
17	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
18	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
19	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
20	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
21	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
22	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
23	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
24	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
25	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
26	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
27	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
28	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
29	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
30	No item		No item		No item		No item	
31	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
32	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
33	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
34	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
40	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
41	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
42	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
43	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
44	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
45	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
46	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
47	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14	45 Auto Rounds	14
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	No item		No item		No item		No item	
50	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
51	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
52	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
53	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
54	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
55	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
56	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
58	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
59	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
60	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
61	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
62	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
65	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7
66	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
67	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4
68	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
69	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
70	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
71	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
72	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
73	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
74	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
75	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
76	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
77	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
78	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
79	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
80	Battery	1	Battery	1	Battery	1	Battery	1
81	Battery	1	Battery	1	Battery	1	Battery	1
82	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
83	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
84	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
85	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
86	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
87	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
88	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
89	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14	Shotgun Rounds	14
90	Chopper	1	Chopper	1	Chopper	1	Chopper	1
91	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
92	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
93	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1

HELLFIRE NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1
2	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1
3	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
4	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
5	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
6	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
7	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
8	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
9	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
10	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
11	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
12	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
13	Handgun	15	Handgun	15	Handgun	15	Handgun	15
14	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
15	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
16	Handgun	15	Handgun	15	Handgun	15	Handgun	15
17	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
18	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
19	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
20	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
21	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
22	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
23	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
24	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
25	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
26	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
28	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
29	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
30	No item		No item		No item		No item	
31	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
32	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
33	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
34	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4	Vitriol Rounds	4
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
40	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
41	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
42	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
43	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
44	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
47	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	No item		No item		No item		No item	
50	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
51	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
52	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
53	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
54	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
55	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
56	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
57	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
58	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
59	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
60	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
61	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
62	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
65	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7	Grenade Launcher w/ Vitriol Rounds	7
66	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
67	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
68	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
69	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
70	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
71	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
72	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
73	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
74	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
75	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
76	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
77	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
78	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
79	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
80	Battery	1	Battery	1	Battery	1	Battery	1
81	Battery	1	Battery	1	Battery	1	Battery	1
82	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
83	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
84	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
85	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
86	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
87	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
88	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
89	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
90	Chopper	1	Chopper	1	Chopper	1	Chopper	1
91	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
92	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
93	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1

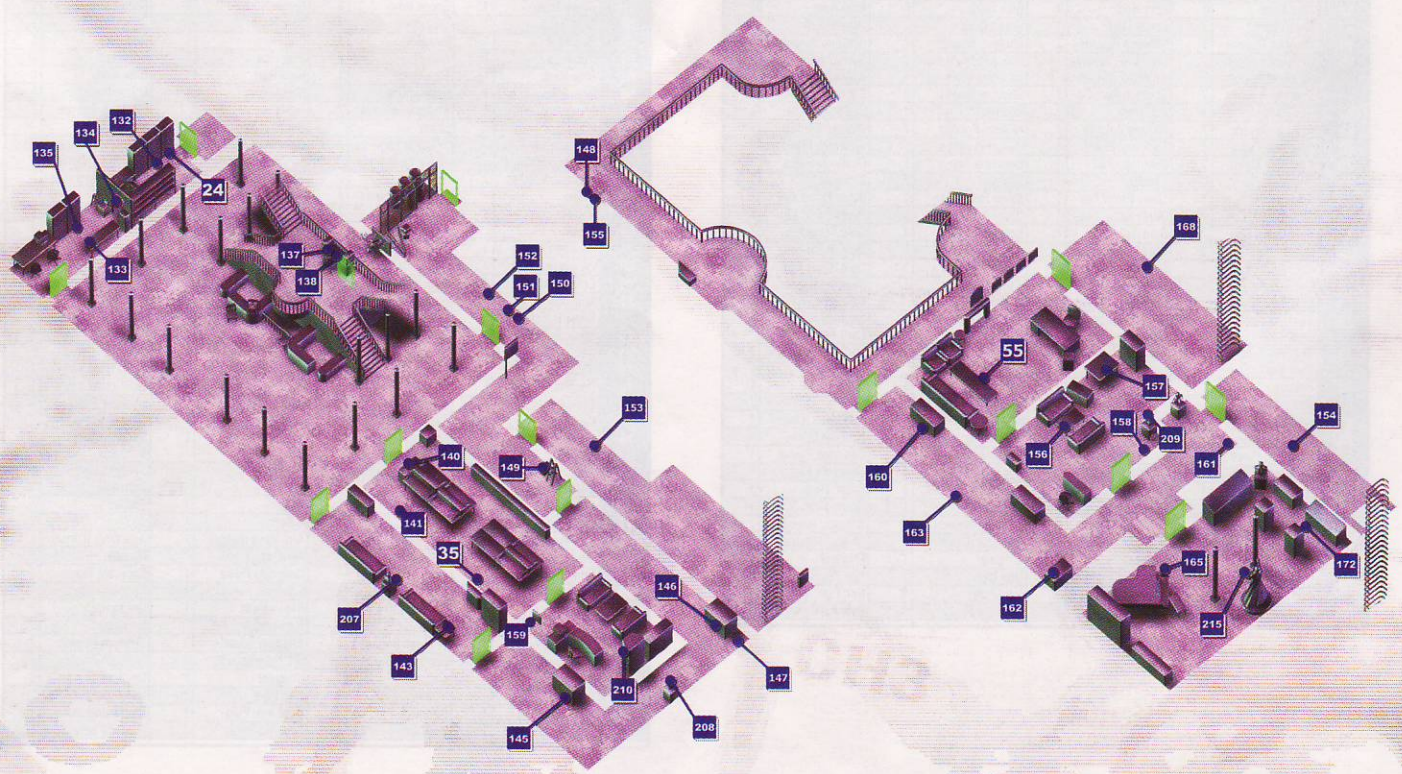
HELLFIRE HARD DIFFICULTY

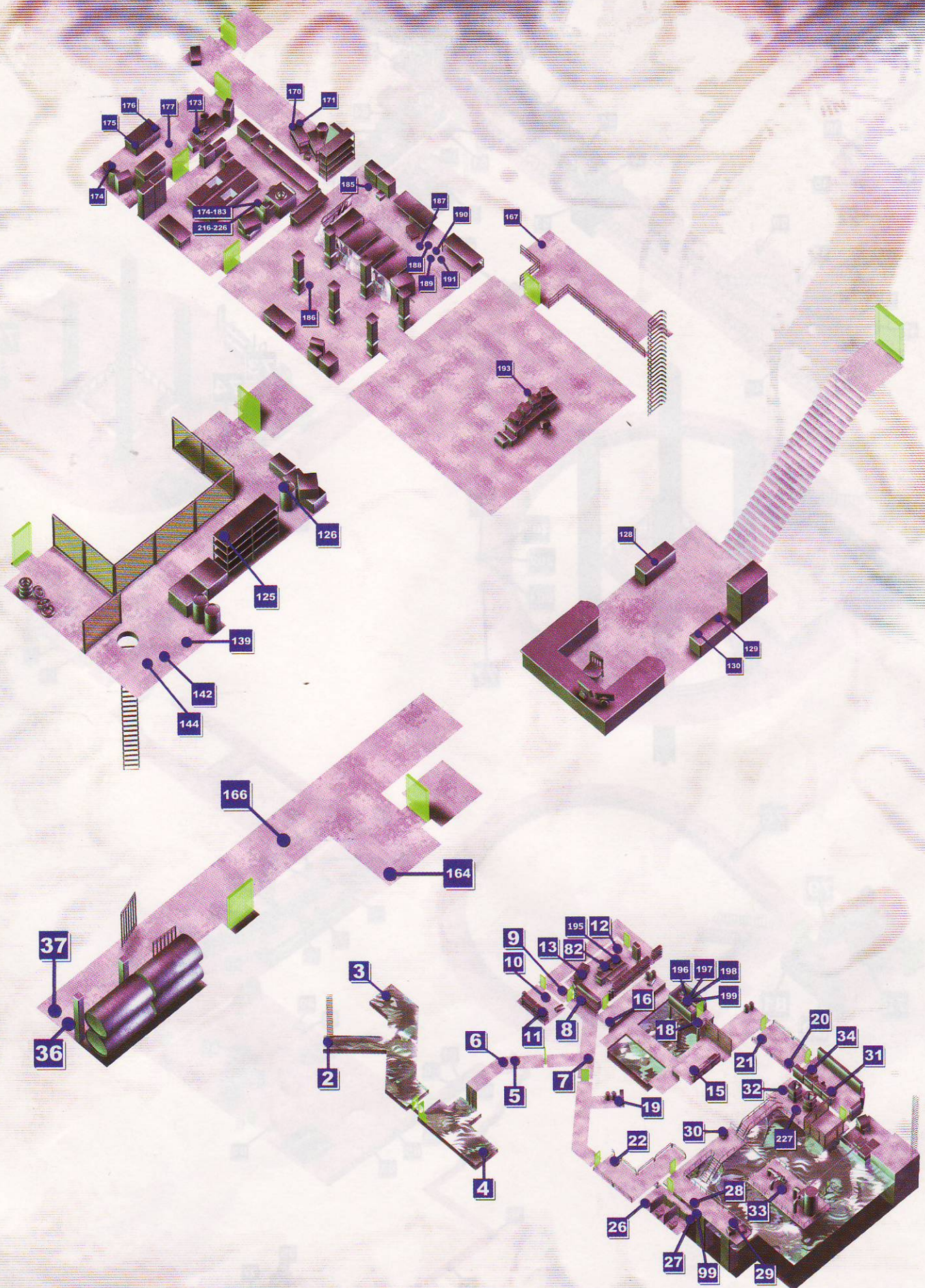
MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1
2	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1
3	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
4	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
5	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
6	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
7	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
8	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
9	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
10	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
11	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
12	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
15	No item		No item		No item		No item	
16	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
17	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
18	Handgun	15	Handgun	15	Handgun	15	Handgun	15
19	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
20	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
21	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
22	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
23	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
24	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
25	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
26	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
27	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
28	None		Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
	Shotgun Rounds	7	None		None		None	
29	No item		No item		No item		No item	
30	No item		No item		No item		No item	
31	No item		No item		No item		No item	
32	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
33	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
34	No item		No item		No item		No item	
35	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
36	Vitriol Rounds	2	Vitriol Rounds	2	Vitriol Rounds	2	Vitriol Rounds	2
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
40	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
41	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
42	No item		No item		No item		No item	
43	No item		No item		No item		No item	
44	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
47	45 Auto Rounds	4	45 Auto Rounds	4	None		None	
	None		None		45 Auto Rounds	4	45 Auto Rounds	4
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	No item		No item		No item		No item	
50	Chopper	1	Chopper	1	Chopper	1	Chopper	1
51	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
52	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
	None		None		None		None	
53	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
54	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
55	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
56	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	None	
	None		None		None		Shotgun Rounds	7
57	Chopper	1	Chopper	1	Chopper	1	Chopper	1
58	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
59	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
60	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
61	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
62	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Shotgun Rounds	7	Shotgun Rounds	7	None		Shotgun Rounds	7
	None		None		Shotgun Rounds	7	None	
65	Grenade Launcher w/ Vitriol Rounds	2	Grenade Launcher w/ Vitriol Rounds	2	Grenade Launcher w/ Vitriol Rounds	2	Grenade Launcher w/ Vitriol Rounds	2
66	Shotgun Rounds	7	None		Shotgun Rounds	7	Shotgun Rounds	7
	None		Shotgun Rounds	7	None		None	
67	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
68	None		None		45 Auto Rounds	4	45 Auto Rounds	4
	45 Auto Rounds	4	45 Auto Rounds	4	None		None	
69	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
70	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
71	Shotgun	7	Shotgun	7	Shotgun	7	Shotgun	7
72	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
73	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
74	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
75	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
76	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
77	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
78	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
79	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
80	Battery	1	Battery	1	Battery	1	Battery	1
81	Battery	1	Battery	1	Battery	1	Battery	1
82	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
83	No item		No item		No item		No item	
84	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
85	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
86	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
87	No item		No item		No item		No item	
88	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
89	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
90	Chopper	1	Chopper	1	Chopper	1	Chopper	1
91	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
92	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
93	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1

HELLFIRE VERY HARD DIFFICULTY

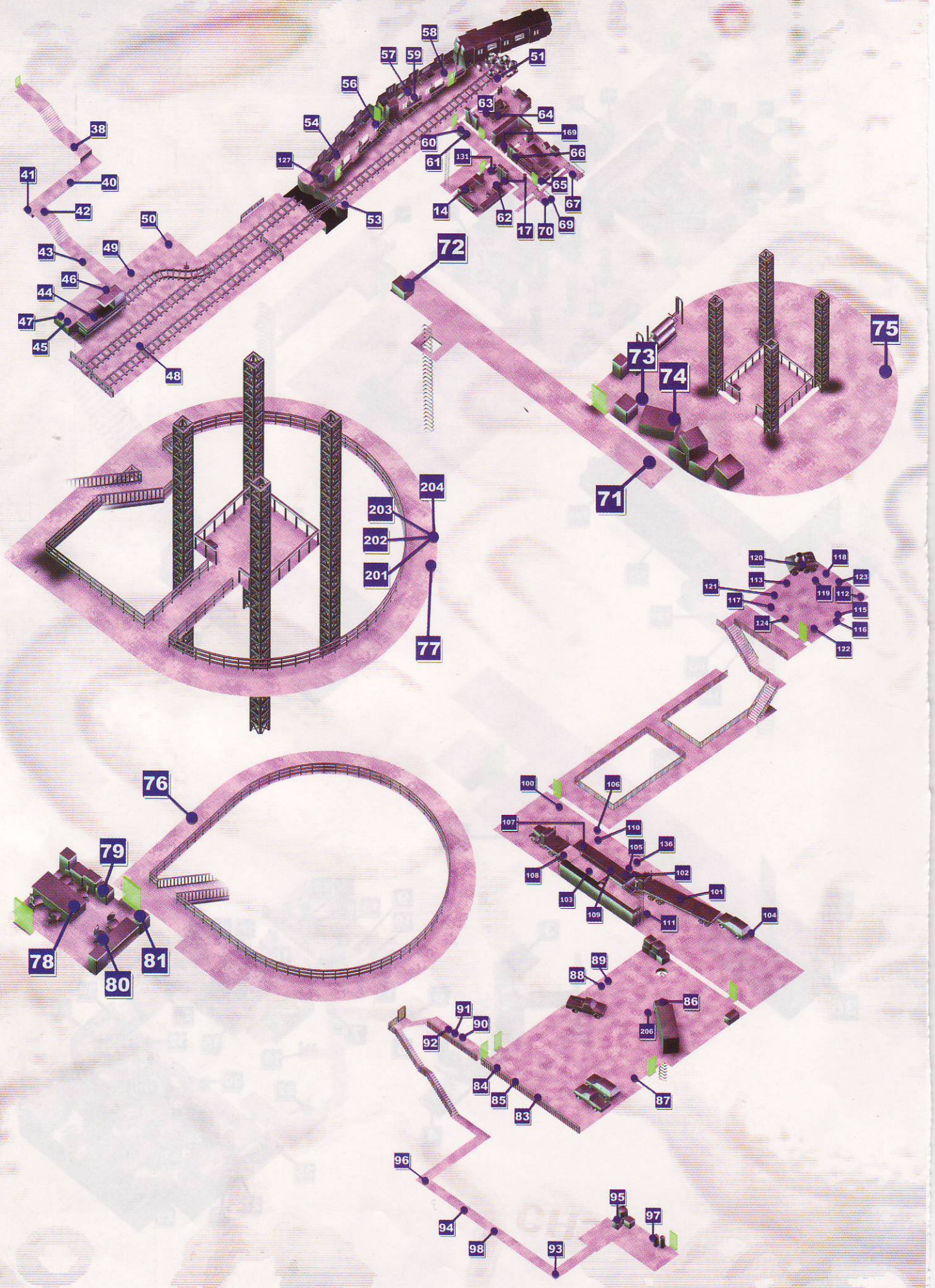
MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1	Charlie's ID Tag	1
2	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1	Ren's ID Tag	1
3	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
4	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
5	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
6	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
7	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
8	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
9	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
10	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
11	No item		No item		No item		No item	
12	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
15	No item		No item		No item		No item	
16	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
17	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
18	Handgun	15	Handgun	15	Handgun	15	Handgun	15
19	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
20	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
21	Green Herb	1	First Aid Spray	1	Green Herb	1	First Aid Spray	1
	First Aid Spray	1	Green Herb	1	First Aid Spray	1	Green Herb	1
22	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
23	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
24	Shotgun	7	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Shotgun	7	Shotgun	7	Shotgun	7
25	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
26	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
27	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
28	None		Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3
	Shotgun Rounds	3	None		None		None	
29	No item		No item		No item		No item	
30	No item		No item		No item		No item	
31	No item		No item		No item		No item	
32	No item		No item		No item		No item	
33	No item		No item		No item		No item	
34	No item		No item		No item		No item	
35	No item		No item		No item		No item	
36	Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
39	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
40	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
41	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
42	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
43	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
44	First Aid Spray	1	Green Herb	1	First Aid Spray	1	Green Herb	1
	Green Herb	1	First Aid Spray	1	Green Herb	1	First Aid Spray	1
45	No item		No item		No item		No item	
46	No item		No item		No item		No item	
47	No item		No item		No item		No item	
48	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
49	45 Auto Rounds	4	45 Auto Rounds	4	45 Auto Rounds	4	45 Auto Rounds	4
50	Chopper	1	Chopper	1	Chopper	1	Chopper	1
51	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
52	Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3
	None		None		None		None	
53	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
54	Red Herb	1	Red Herb	1	Blue Herb	1	Blue Herb	1
	Blue Herb	1	Blue Herb	1	Red Herb	1	Red Herb	1
55	Iron Pipe	1	Shotgun	7	Iron Pipe	1	Iron Pipe	1
	Shotgun	7	Iron Pipe	1	Shotgun	7	Shotgun	7
56	Shotgun Rounds	3	Shotgun Rounds	3	Shotgun Rounds	3	None	
	None		None		None		Shotgun Rounds	3
57	Chopper	1	Chopper	1	Chopper	1	Chopper	1
58	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
59	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
60	No item		No item		No item		No item	
61	No item		No item		No item		No item	
62	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
63	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
64	Shotgun Rounds	3	Shotgun Rounds	3	None		Shotgun Rounds	3
	None		None		Shotgun Rounds	3	None	
	Shotgun Rounds	3					Shotgun Rounds	3
65	Iron Pipe	1	Iron Pipe	1	Shotgun	7	Iron Pipe	1
	Shotgun	7	Shotgun	7	Iron Pipe	1	Shotgun	7
66	Shotgun Rounds	3	None		Shotgun Rounds	3	Shotgun Rounds	3
	None		Shotgun Rounds	3	None		None	
67	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
68	No item		No item		No item		No item	
69	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
70	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
71	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Shotgun	7
	Shotgun	7	Shotgun	7	Shotgun	7	Iron Pipe	1
72	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
73	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1	Silver Relief Key	1
74	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
75	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
76	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1	Gold Relief Key	1
77	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
78	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Roomy Card Key	1
79	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1	Security Room Card Key	1
80	Battery	1	Battery	1	Battery	1	Battery	1
81	Battery	1	Battery	1	Battery	1	Battery	1
82	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
83	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
84	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1	Concrete Piece	1
85	No item		No item		No item		No item	
86	No item		No item		No item		No item	
87	No item		No item		No item		No item	
88	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7	Shotgun Rounds	7
89	No item		No item		No item		No item	
90	Chopper	1	Chopper	1	Chopper	1	Chopper	1
91	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
92	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
93	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1

DECISIONS, DECISIONS





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DECISIONS, DECISIONS EASY DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	No item		No item		No item		No item	
2	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
3	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
4	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
7	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
9	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
10	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
11	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
12	Handgun	15	Handgun	15	Handgun	15	Handgun	15
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
15	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
16	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
17	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
18	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
19	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
20	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
21	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
22	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
23	No item		No item		No item		No item	
24	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
25	No item		No item		No item		No item	
26	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
27	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
28	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
29	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
30	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
31	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
32	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
33	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
34	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
35	Handgun	15	Handgun	15	Handgun	15	Handgun	15
36	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
37	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
38	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
39	No item		No item		No item		No item	
40	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
41	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
42	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
43	No item		No item		No item		No item	
44	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	Lighter	1	Lighter	1	Lighter	1	Lighter	1
50	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
51	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
52	No item		No item		No item		No item	
53	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
56	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
57	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
58	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
59	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
60	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
61	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
63	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
64	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
65	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
67	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
69	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Handgun	15	Handgun	15	Handgun	15	Handgun	15
72	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
73	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
74	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
75	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
76	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
77	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
78	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
79	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
80	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
81	Antidote	1	Antidote	1	Antidote	1	Antidote	1
82	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
83	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
84	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
85	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
86	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
87	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
88	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
89	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
90	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
91	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
92	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
93	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
94	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
95	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
96	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
97	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
98	No item		No item		No item		No item	
99	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
100	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40
101	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
102	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8
103	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
104	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
105	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
106	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1
107	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
108	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
109	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40
110	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40
111	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8
112	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
113	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
114	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40
115	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
116	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
117	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
118	Handgun	15	Handgun	15	Handgun	15	Handgun	15
119	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8	Burst Rounds	8
120	Ampoule Shooter		Ampoule Shooter		Ampoule Shooter		Ampoule Shooter	
121	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
122	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40	Handgun Rounds	40
123	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
124	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
125	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
126	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
127	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
128	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
129	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
130	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
131	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
132	Handgun	15	Handgun	15	Handgun	15	Handgun	15
133	Lighter	1	Lighter	1	Lighter	1	Lighter	1
134	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
135	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
136	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
137	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
138	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
139	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
140	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
141	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
142	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
143	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
144	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery1 Medicine (Large)	
145	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
146	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
147	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
148	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
149	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
150	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
151	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
152	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
153	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
154	Handgun	15	Handgun	15	Handgun	15	Handgun	15
155	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
156	Handgun	15	Handgun	15	Handgun	15	Handgun	15
157	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
158	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
159	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
160	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
161	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
162	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
163	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
164	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
165	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
166	Antidote	1	Antidote	1	Antidote	1	Antidote	1
167	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
168	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
169	Lighter	1	Lighter	1	Lighter	1	Lighter	1
170	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
171	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
172	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
173	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
174	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
175	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
176	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
177	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
178	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
179	Daylight	1	Daylight	1	Daylight	1	Daylight	1
180	Daylight	1	Daylight	1	Daylight	1	Daylight	1
181	Daylight	1	Daylight	1	Daylight	1	Daylight	1
182	Daylight	1	Daylight	1	Daylight	1	Daylight	1
183	Daylight	1	Daylight	1	Daylight	1	Daylight	1
184	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
185	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
186	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
187	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
188	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
189	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
190	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
191	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
192	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
193	Handgun	15	Handgun	15	Handgun	15	Handgun	15
194	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
195	Reagent Case	1	Reagent Case	1	Reagent Case	1	Reagent Case	1
196	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
197	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
198	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
199	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
200	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
201	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
202	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
203	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
204	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
205	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
206	Card Key	1	Card Key	1	Card Key	1	Card Key	1
207	No item		No item		No item		No item	

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
208	No item		No item		No item		No item	
209	Brass Glasses	1	Brass Glasses	1	Brass Glasses	1	Brass Glasses	1
210	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
211	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
212	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
213	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
214	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
215	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
216	Daylight	1	Daylight	1	Daylight	1	Daylight	1
217	Daylight	1	Daylight	1	Daylight	1	Daylight	1
218	Daylight	1	Daylight	1	Daylight	1	Daylight	1
219	Daylight	1	Daylight	1	Daylight	1	Daylight	1
220	Daylight	1	Daylight	1	Daylight	1	Daylight	1
221	Daylight	1	Daylight	1	Daylight	1	Daylight	1
222	Daylight	1	Daylight	1	Daylight	1	Daylight	1
223	Daylight	1	Daylight	1	Daylight	1	Daylight	1
224	Daylight	1	Daylight	1	Daylight	1	Daylight	1
225	Daylight	1	Daylight	1	Daylight	1	Daylight	1
226	Daylight	1	Daylight	1	Daylight	1	Daylight	1
227	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
228	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
229	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
230	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
231	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
232	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
233	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
234	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1

DECISIONS, DECISIONS
NORMAL DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	No item		No item		No item		No item	
2	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
3	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
4	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
7	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
9	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
10	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
11	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
12	Handgun	15	Handgun	15	Handgun	15	Handgun	15
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
15	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
16	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
17	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
18	No item		No item		No item		No item	
19	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
20	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
21	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
22	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
23	No item		No item		No item		No item	
24	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
25	No item		No item		No item		No item	
26	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
27	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
28	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
29	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
30	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
31	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
32	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
33	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
34	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
35	Handgun	15	Handgun	15	Handgun	15	Handgun	15
36	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
37	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
38	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
39	No item		No item		No item		No item	
40	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
	None		None		None		None	
41	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
42	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
43	No item		No item		No item		No item	
44	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	None		None		None		None	
	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
50	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
51	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
52	No item		No item		No item		No item	
53	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
56	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
57	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
58	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
59	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
60	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
61	No item		No item		No item		No item	
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
63	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
64	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
65	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
67	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
68	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
69	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Handgun	15	Handgun	15	Handgun	15	Handgun	15
72	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
73	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
74	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
75	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
76	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
77	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
78	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
79	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
80	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
81	Antidote	1	Antidote	1	Antidote	1	Antidote	1
82	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
83	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
84	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
85	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
86	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
87	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
88	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
89	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
90	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
91	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
92	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
93	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
94	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
95	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
96	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
97	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
98	No item		No item		No item		No item	
99	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
100	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
101	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
102	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
103	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
104	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
105	No item		No item		No item		No item	
106	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1
107	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
108	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
109	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
110	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
111	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
112	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
113	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
114	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
115	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
116	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
117	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
118	Handgun	15	Handgun	15	Handgun	15	Handgun	15
119	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
120	Ampoule Shooter		Ampoule Shooter		Ampoule Shooter		Ampoule Shooter	
121	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
122	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
123	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
124	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
125	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
126	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
127	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
128	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
129	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
130	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
131	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
132	Handgun	15	Handgun	15	Handgun	15	Handgun	15
133	Lighter	1	Lighter	1	Lighter	1	Lighter	1
134	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
135	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
136	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
137	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
138	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
139	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
140	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
141	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
142	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
143	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
144	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
145	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
146	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
147	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
148	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
149	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
150	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
151	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
152	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
153	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
154	Handgun	15	Handgun	15	Handgun	15	Handgun	15
155	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
156	Handgun	10	Handgun	10	Handgun	10	Handgun	10
157	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
158	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
159	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
160	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
161	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
162	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
163	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
164	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
165	None		Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	None		None		None	
166	Antidote	1	Antidote	1	Antidote	1	Antidote	1
167	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
168	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
169	Lighter	1	Lighter	1	Lighter	1	Lighter	1
170	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
171	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
172	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
173	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
174	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
175	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery 1 Medicine (Large)	
176	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
177	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
178	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
179	Daylight	1	Daylight	1	Daylight	1	Daylight	1
180	Daylight	1	Daylight	1	Daylight	1	Daylight	1
181	Daylight	1	Daylight	1	Daylight	1	Daylight	1
182	Daylight	1	Daylight	1	Daylight	1	Daylight	1
183	Daylight	1	Daylight	1	Daylight	1	Daylight	1
184	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
185	Iron Pipe	40	Iron Pipe	40	Iron Pipe	40	Iron Pipe	40
186	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7	45 Auto Rounds	7
187	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
188	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
189	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
190	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
191	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
192	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
193	Handgun	10	Handgun	10	Handgun	10	Handgun	10
194	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
195	Reagent Case	1	Reagent Case	1	Reagent Case	1	Reagent Case	1
196	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
197	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
198	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
199	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
200	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
201	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
202	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
203	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
204	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
205	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
206	Card Key	1	Card Key	1	Card Key	1	Card Key	1
207	Brass Glasses	1	None		None		Brass Glasses	1
	None		Brass Glasses	1	Brass Glasses	1	None	
208	None		None		Brass Glasses	1	None	
	Brass Glasses	1	Brass Glasses	1	None		Brass Glasses	1
209	None		Brass Glasses	1	None		None	
	Brass Glasses	1	None		Brass Glasses	1	Brass Glasses	1
210	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
211	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
212	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
213	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
214	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
215	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
216	Daylight	1	Daylight	1	Daylight	1	Daylight	1
217	Daylight	1	Daylight	1	Daylight	1	Daylight	1
218	Daylight	1	Daylight	1	Daylight	1	Daylight	1
219	Daylight	1	Daylight	1	Daylight	1	Daylight	1
220	Daylight	1	Daylight	1	Daylight	1	Daylight	1
221	Daylight	1	Daylight	1	Daylight	1	Daylight	1
222	Daylight	1	Daylight	1	Daylight	1	Daylight	1
223	Daylight	1	Daylight	1	Daylight	1	Daylight	1
224	Daylight	1	Daylight	1	Daylight	1	Daylight	1
225	Daylight	1	Daylight	1	Daylight	1	Daylight	1
226	Daylight	1	Daylight	1	Daylight	1	Daylight	1
227	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
228	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
229	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
230	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
231	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
232	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
233	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
234	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1

DECISIONS, DECISIONS HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	No item		No item		No item		No item	
2	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
3	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
4	No item		No item		No item		No item	
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
6	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
7	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
9	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
10	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
11	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
12	Handgun	15	Handgun	15	Handgun	15	Handgun	15
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
	None		None		None		None	
15	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
16	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
17	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
18	No item		No item		No item		No item	
19	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
20	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
21	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
22	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
23	No item		No item		No item		No item	
24	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
25	No item		No item		No item		No item	
26	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
27	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
28	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
29	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
30	45 Auto Rounds	5	45 Auto Rounds	5	45 Auto Rounds	5	45 Auto Rounds	5
31	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
32	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
33	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
34	None		None		None		None	
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
35	Handgun	15	Handgun	15	Handgun	15	Handgun	15
36	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
39	No item		No item		No item		No item	
40	No item		No item		No item		No item	
41	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
42	45 Auto Rounds	5	45 Auto Rounds	5	45 Auto Rounds	5	45 Auto Rounds	5
43	No item		No item		No item		No item	
44	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	No item		No item		No item		No item	
47	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	No item		No item		No item		No item	
50	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
51	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
52	No item		No item		No item		No item	
53	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	Handgun	10	Handgun	10	Handgun	10	Handgun	10
	Handgun Magazine	10	Handgun Magazine	10	Handgun Magazine	10	Handgun Magazine	10
56	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
57	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
58	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
59	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
	None		None		None		None	
60	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
61	No item		No item		No item		No item	
62	Green Herb		Green Herb		Green Herb		Green Herb	
63	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
64	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
65	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
66	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
67	No item		No item		No item		No item	
68	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
69	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
70	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	Handgun	15	Handgun	15	Handgun	15	Handgun	15
72	No item		No item		No item		No item	
73	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
74	None		None		None		None	
	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
75	No item		No item		No item		No item	
76	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
77	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
78	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
79	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
80	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
81	No item		No item		No item		No item	
82	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
83	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
84	No item		No item		No item		No item	
85	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
86	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
87	Assault Rifle Magazine	20	Assault Rifle Magazine	20	Assault Rifle Magazine	20	Assault Rifle Magazine	20
88	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
89	No item		No item		No item		No item	
90	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
91	No item		No item		No item		No item	
92	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
93	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
94	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
95	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
96	None		None		None		None	
	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
97	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
	None		None		None		None	
98	Card Key	1	Card Key	1	Card Key	1	Card Key	1
99	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	None		None		None		None	
100	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
101	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
102	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
103	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
104	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
105	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
106	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1
107	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
108	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
109	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
110	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30	Handgun Rounds	30
111	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
112	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
113	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
114	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
115	No item		No item		No item		No item	
116	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
117	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
118	Handgun	15	Handgun	15	Handgun	15	Handgun	15
119	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
120	Ampoule Shooter		Ampoule Shooter		Ampoule Shooter		Ampoule Shooter	
121	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
122	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
123	Assault Rifle Magazine	10	Assault Rifle Magazine	10	Assault Rifle Magazine	10	Assault Rifle Magazine	10
124	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
125	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
126	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
127	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
128	No item		No item		No item		No item	
129	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
130	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery1 Medicine (Large)	
131	None		None		None		None	
	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
132	Handgun Magazine	10	Handgun Magazine	10	Handgun Magazine	10	Handgun Magazine	10
	Handgun	10	Handgun	10	Handgun	10	Handgun	10
133	Lighter	1	Lighter	1	Lighter	1	Lighter	1
134	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
135	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
136	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
137	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
138	No item		No item		No item		No item	
139	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
140	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
141	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
142	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
143	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
144	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery 1 Medicine (Large)	
145	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
146	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
147	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
148	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
149	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		None		None		None	
150	No item		No item		No item		No item	
151	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
152	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
153	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
154	No item		No item		No item		No item	
155	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
156	Handgun	10	Handgun	10	Handgun	10	Handgun	10
157	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
158	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
159	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
160	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
161	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
162	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
163	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
164	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
165	None		Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	None		None		None	
166	Antidote	1	Antidote	1	Antidote	1	Antidote	1
167	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
168	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
169	Lighter	1	Lighter	1	Lighter	1	Lighter	1
170	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
171	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
172	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
173	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
174	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
175	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery 1 Medicine (Large)	
176	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
177	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
178	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
179	Daylight	1	Daylight	1	Daylight	1	Daylight	1
180	Daylight	1	Daylight	1	Daylight	1	Daylight	1
181	Daylight	1	Daylight	1	Daylight	1	Daylight	1
182	Daylight	1	Daylight	1	Daylight	1	Daylight	1
183	Daylight	1	Daylight	1	Daylight	1	Daylight	1
184	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
185	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
186	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2
187	No item		No item		No item		No item	
188	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
189	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4	Burst Rounds	4
190	No item		No item		No item		No item	
191	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
192	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
193	Handgun	5	Handgun	5	Handgun	5	Handgun	5
194	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
195	Reagent Case	1	Reagent Case	1	Reagent Case	1	Reagent Case	1
196	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
197	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
198	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
199	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
200	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
201	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
202	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
203	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
204	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
205	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
206	No item		No item		No item		No item	
207	Brass Glasses	1	None		Brass Glasses	1	None	
	None		Brass Glasses	1	None		Brass Glasses	1
208	None		Brass Glasses	1	None		Brass Glasses	1
	Brass Glasses	1	None		Brass Glasses	1	None	
209	No item		No item		No item		No item	
210	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
211	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
212	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
213	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
214	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
215	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
216	Daylight	1	Daylight	1	Daylight	1	Daylight	1
217	Daylight	1	Daylight	1	Daylight	1	Daylight	1
218	Daylight	1	Daylight	1	Daylight	1	Daylight	1
219	Daylight	1	Daylight	1	Daylight	1	Daylight	1
220	Daylight	1	Daylight	1	Daylight	1	Daylight	1
221	Daylight	1	Daylight	1	Daylight	1	Daylight	1
222	Daylight	1	Daylight	1	Daylight	1	Daylight	1
223	Daylight	1	Daylight	1	Daylight	1	Daylight	1
224	Daylight	1	Daylight	1	Daylight	1	Daylight	1
225	Daylight	1	Daylight	1	Daylight	1	Daylight	1
226	Daylight	1	Daylight	1	Daylight	1	Daylight	1
227	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
228	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
229	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
230	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
231	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
232	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
233	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
234	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1

DECISIONS, DECISIONS
VERY HARD DIFFICULTY

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
1	No item		No item		No item		No item	
2	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
3	No item		No item		No item		No item	
4	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
5	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
6	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
7	None		None		None		None	
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
8	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
9	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
	None		None		None		None	
10	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
	None		None		None		None	
11	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
12	No item		No item		No item		No item	
13	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
14	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
15	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
	None		None		None		None	
16	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	None		None		None		None	
17	Brass Glasses	1	Brass Glasses	1	Brass Glasses	1	Brass Glasses	1
18	No item		No item		No item		No item	
19	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
20	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
21	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
22	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
23	No item		No item		No item		No item	
24	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
25	No item		No item		No item		No item	
26	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
27	None		None		None		None	
	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4	Grenade Launcher w/ Burst Rounds	4
28	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
29	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
	None		None		None		None	
30	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2
31	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
32	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
33	None		None		None		None	
	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
34	None		None		None		None	
	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
35	Handgun	10	Handgun	10	Handgun	10	Handgun	10
	None		None		None		None	
36	No item		No item		No item		No item	
37	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
38	No item		No item		No item		No item	
39	No item		No item		No item		No item	
40	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
41	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
42	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2	45 Auto Rounds	2
43	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
	None		None		None		None	
44	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
	None		None		None		None	
45	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
46	No item		No item		No item		No item	
47	No item		No item		No item		No item	
48	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
49	No item		No item		No item		No item	
50	None		None		None		None	
	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
51	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
52	No item		No item		No item		No item	
53	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1	Bent Iron Pipe	1
54	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
55	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
56	None		None		None		None	
	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30	Assault Rifle	30
57	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
58	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
	None		None		None		None	
59	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
60	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1

MAP	SET 0	AMT.	SET 1	AMT.	SET 2	AMT.	SET 3	AMT.
61	No item		No item		No item		No item	
62	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
63	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
64	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
65	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
66	No item		No item		No item		No item	
67	No item		No item		No item		No item	
68	None		None		None		None	
	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
69	No item		No item		No item		No item	
70	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
71	No item		No item		No item		No item	
72	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
73	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
74	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
75	No item		No item		No item		No item	
76	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
77	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
78	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
79	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
80	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
81	No item		No item		No item		No item	
82	No item		No item		No item		No item	
83	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
84	No item		No item		No item		No item	
85	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
86	Burst Rounds	2	None		Burst Rounds	2	None	
	None		Burst Rounds	2	None		Burst Rounds	2
87	None		Assault Rifle Magazine	20	None		Assault Rifle Magazine	20
	Assault Rifle Magazine	20	None		Assault Rifle Magazine	20	None	
88	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
89	No item		No item		No item		No item	
90	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
91	No item		No item		No item		No item	
92	No item		No item		No item		No item	
93	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
94	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
95	No item		No item		No item		No item	
96	No item		No item		No item		No item	
97	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15	Handgun Magazine	15
98	Card Key	1	Card Key	1	Card Key	1	Card Key	1
99	None		None		None		None	
	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
100	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
101	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
102	No item		No item		No item		No item	
103	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
104	No item		No item		No item		No item	
105	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
106	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1	Rocket Launcher	1
107	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
108	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
109	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20	Handgun Rounds	20
110	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
111	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2	Burst Rounds	2
112	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
113	No item		No item		No item		No item	
114	No item		No item		No item		No item	
115	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
116	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
117	No item		No item		No item		No item	
118	Handgun	15	Handgun	15	Handgun	15	Handgun	15
119	No item		No item		No item		No item	
120	Ampoule Shooter		Ampoule Shooter		Ampoule Shooter		Ampoule Shooter	
121	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
122	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
123	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
124	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
125	No item		No item		No item		No item	
126	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
127	No item		No item		No item		No item	
128	No item		No item		No item		No item	
129	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
130	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery 1 Medicine (Large)	
131	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
132	Handgun	15	Handgun	15	Handgun	15	Handgun	15
133	Lighter	1	Lighter	1	Lighter	1	Lighter	1
134	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
135	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
136	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30	Assault Rifle Magazine	30
137	Folding Knife	1	Folding Knife	1	Folding Knife	1	Folding Knife	1
138	No item		No item		No item		No item	
139	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
140	Anti Virus	1	Anti Virus	1	Anti Virus	1	Anti Virus	1
141	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
142	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
143	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
	None		None		None		None	
144	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
145	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
146	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
147	Red Herb	1	Red Herb	1	Red Herb	1	Red Herb	1
148	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
149	Iron Pipe	1	None		Iron Pipe	1	None	
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	None		Iron Pipe	1	None		Iron Pipe	1
150	No item		No item		No item		No item	
151	None		None		None		None	
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
152	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
153	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
154	Grenade Launcher w/ Burst Rounds	2	Grenade Launcher w/ Burst Rounds	2	Assault Rifle	15	Assault Rifle	15
	Assault Rifle	15	Assault Rifle	15	Grenade Launcher w/ Burst Rounds	2	Grenade Launcher w/ Burst Rounds	2
155	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
156	None		None		None		None	
	Handgun	10	Handgun	10	Handgun	10	Handgun	10
157	Anti Virus		Anti Virus		Anti Virus		Anti Virus	
158	Blue Herb	1	Blue Herb	1	Blue Herb	1	Blue Herb	1
	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
159	No item		No item		No item		No item	
160	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
161	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
162	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
163	No item		No item		No item		No item	
164	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9	Pesticide Spray	9
165	None		Iron Pipe	1	None		Iron Pipe	1
	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
	Iron Pipe	1	None		Iron Pipe	1	None	
166	Antidote	1	Antidote	1	Antidote	1	Antidote	1
167	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
168	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
169	Lighter	1	Lighter	1	Lighter	1	Lighter	1
170	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
171	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1	First Aid Spray	1
172	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10	Handgun Rounds	10
173	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
174	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1	Anti Virus (Large)	1
175	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1	Recovery Medicine (Large)	1
176	No item		No item		No item		No item	
177	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
178	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
179	Daylight	1	Daylight	1	Daylight	1	Daylight	1
180	Daylight	1	Daylight	1	Daylight	1	Daylight	1
181	Daylight	1	Daylight	1	Daylight	1	Daylight	1
182	Daylight	1	Daylight	1	Daylight	1	Daylight	1
183	Daylight	1	Daylight	1	Daylight	1	Daylight	1
184	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
185	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1	Iron Pipe	1
186	No item		No item		No item		No item	
187	No item		No item		No item		No item	
188	No item		No item		No item		No item	
189	No item		No item		No item		No item	
190	No item		No item		No item		No item	
191	Green Herb	1	Green Herb	1	Green Herb	1	Green Herb	1
192	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
193	Handgun	1	Handgun	1	Handgun	1	Handgun	1
194	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
195	Reagent Case	1	Reagent Case	1	Reagent Case	1	Reagent Case	1
196	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
197	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
198	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
199	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1	Sealed Reagent Case	1
200	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
201	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
202	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
203	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
204	V-Poison	1	V-Poison	1	V-Poison	1	V-Poison	1
205	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
206	No item		No item		No item		No item	
207	No item		No item		No item		No item	
208	No item		No item		No item		No item	
209	No item		No item		No item		No item	
210	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
211	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
212	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
213	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
214	T-Blood	1	T-Blood	1	T-Blood	1	T-Blood	1
215	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
216	Daylight	1	Daylight	1	Daylight	1	Daylight	1
217	Daylight	1	Daylight	1	Daylight	1	Daylight	1
218	Daylight	1	Daylight	1	Daylight	1	Daylight	1
219	Daylight	1	Daylight	1	Daylight	1	Daylight	1
220	Daylight	1	Daylight	1	Daylight	1	Daylight	1
221	Daylight	1	Daylight	1	Daylight	1	Daylight	1
222	Daylight	1	Daylight	1	Daylight	1	Daylight	1
223	Daylight	1	Daylight	1	Daylight	1	Daylight	1
224	Daylight	1	Daylight	1	Daylight	1	Daylight	1
225	Daylight	1	Daylight	1	Daylight	1	Daylight	1
226	Daylight	1	Daylight	1	Daylight	1	Daylight	1
227	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
228	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
229	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
230	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1	Key with a Red Tag	1
231	Red Jewel	1	Red Jewel	1	Red Jewel	1	Red Jewel	1
232	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
233	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1
234	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1	Blue Jewel	1

SPECIAL ITEMS

Hidden throughout the various scenarios of *Resident Evil Outbreak* are 260 Special Items. Unlike normal map items such as weapons, keys and supplies, Special Items do not "glimmer" occasionally. Finding certain Special Items in specific quantities allows bonus features to become available for purchase in the Collection menu. Finding Special Items is a challenging task that will have you replaying scenarios repeatedly as various characters.

The conditions of finding Special Items are very complex. Please re-read this chapter as often as needed in order to understand the concepts of Special Item appearance and acquisition. Once you understand the manner in which Special Items appear in "sets," use the maps we've provided to locate Special Items throughout the game.

CONDITIONS OF FINDING SPECIAL ITEMS

While playing any scenario, either in Network Play or Single Play modes, you are entitled to find up to eight Special Items. Once you have found eight, all remaining Special Items are erased from the stage. Each scenario contains 20 Special Items that any player character can find, depending on the difficulty level and the "set" loaded into the stage at the start of the scenario. The method by which the game determines the "set" is described below.

The 20 Special Items that any player can find are referred to as "Scenario" Special Items. In addition, roughly 20 "Character-Specific" Special Items are also loaded into the stage. Character-Specific Special Items can only be found when playing the scenario as a certain character. Their appearance is also dependent on the difficulty level and the "set" of Special Items. The player can accumulate only eight Special Items in total, including "Scenario" Special Items and "Character-Specific" Special Items.

SPECIAL ITEM "SETS"

Each scenario contains 20 Special Items and close to 20 Character-Specific Special Items. However, not all of the Special Items appear during a play-through. Special Items appear in "sets." The set of Special Items available during the play-through is determined by random chance at the start of the scenario. In Easy or Normal difficulty levels, the game will load a scenario with "Set 0" or "Set 1." In Hard or Very Hard difficulty levels, the game will load a stage with "Set 2" or "Set 3."

Therefore, when you refer to the Special Item lists and maps in this chapter, please understand that Special Items limited to Set 0 and/or Set 1 are *only* available in Easy or Normal difficulty levels. Special Items limited to Set 2 and/or Set 3 are *only* available in Hard or Very Hard difficulty levels. So, you will have to play harder difficulties in order to obtain all the Special Items in the game.

Most Special Items appear in more than one "set," which allows for a 50/50 chance that a given Special Item will be available to obtain. However, some Special Items appear only in Hard or Very Hard modes, and some Special Items only appear in *one* set. Such Special Items are referred to as "rare."

USING SETS TO YOUR ADVANTAGE

Understanding the appearance of Special Items in "sets" is the key to procuring all of them. As you continue to replay *Resident Evil Outbreak*, acquiring Special Items will probably become your main goal in the game. After playing the scenario a few times, you might have collected several Special Items. As you continue to replay scenarios and stages, you will want to acquire new Special Items that you haven't found previously. Finding the Special Items you are missing is entirely dependent on identifying which "set" the game has loaded for you during any given play-through.

For example, in the "Outbreak" scenario, if you find the **Happy Times Photo** then you know that the game has loaded either Set 0 or Set 1. This doesn't narrow things down for you very well yet. However, if you *also* find the **Scissors** Special Item in the Women's Bathroom, then you know by deduction that the game has loaded Set 1 because the Scissors only appear in Set 1 (Easy or Normal difficulty) or Set 2 (Hard or Very Hard difficulty). However, if instead you find the

Eyeglasses Special Item in the Women's Bathroom, then you know that the game has loaded Set 0. The Eyeglasses only appear in Set 1 (Easy or Normal) or Set 3 (Hard or Very Hard).

Once you determine which set has loaded, you can then use the lists in this chapter to determine which Special Items are available during your current game. Using the maps, you can move directly to their locations and find them. By narrowing down which set is loaded during your current game, you can find all the Special Items available in the scenario with greater ease and fewer replays.

SPECIAL ITEMS ON THE CHARACTER LOG MENU

Special Items found during the play-through of any scenario are permanently recorded in the Character Log menu. To view the Special Items obtained during a scenario, enter the Character Log menu and press R1 or L1 until the "Special Items" tab is displayed. Use the D-pad or Left Analog Stick to scroll down the list until you can view the Special Items found during a scenario, or those found while playing as a specific character.

Whether you complete a scenario, die trying, or give up, the Special Items you find are permanently recorded to your Character Log data, as long as you save your game after the scenario. This means that you *do not* have to play through an entire scenario just to find one or two Special Items that you're missing. You may quit a scenario immediately after you find an item and still retain it in the Character Log menu. This approach will greatly reduce the amount of time and work required to obtain all of the Special Items, both Scenario-specific and Character-specific.

UNLOCKING COLLECTION BONUSES

Obtaining Special Items is key to unlocking certain bonus features in the Collection menu. For example, obtaining all of the Scenario-specific Special Items for Outbreak will unlock two additional pieces of location artwork that depict the scenario. Finding all of Kevin's Character-Specific Special Items will unlock a feature in the SOUND category that allows you to listen to all of the character's voice tracks. Furthermore, finding every Special Item in the game unlocks a set of extra characters that are nothing more than hilarious stick men! Unlocking these bonus features is the main reason to collect Special Items.

Remember that once bonus features are unlocked in the Collection menu, you must spend the required number of result points to purchase them.

OBTAINING EXTRA COSTUMES

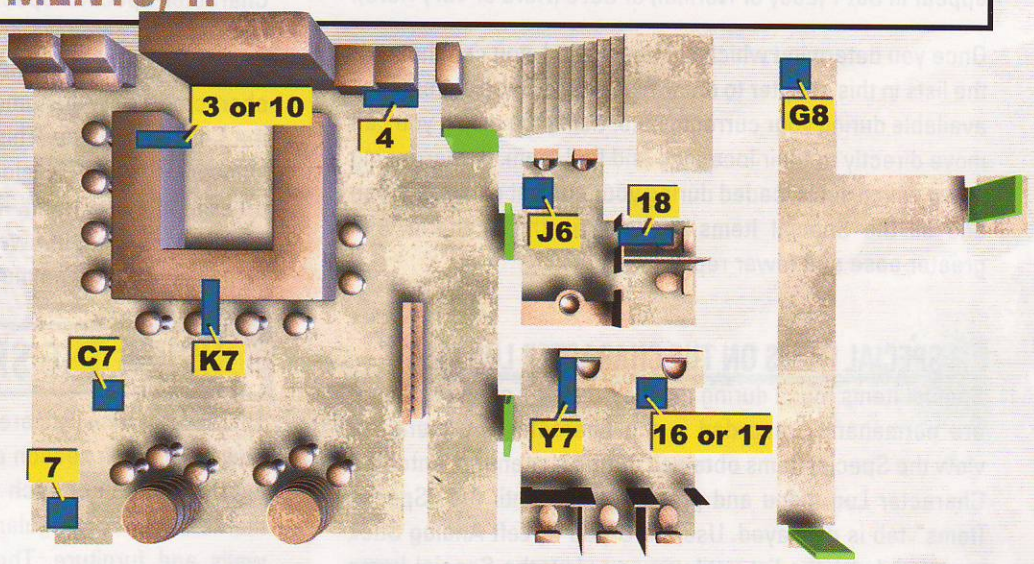
Character-Specific Special Items in this chapter that are marked with asterisks are "Costume" Special Items. When the four or five "Costume" Special Items are obtained for a character, a new costume becomes available to purchase in the Collection menu. This allows you to replay the game in Network Play or Single Play mode with your character dressed in a new outfit. Not only does this change the gaming dynamic a bit, but wearing the character's new threads also shows your teammates your mastery of the game.

USING THE SPECIAL ITEM MAPS

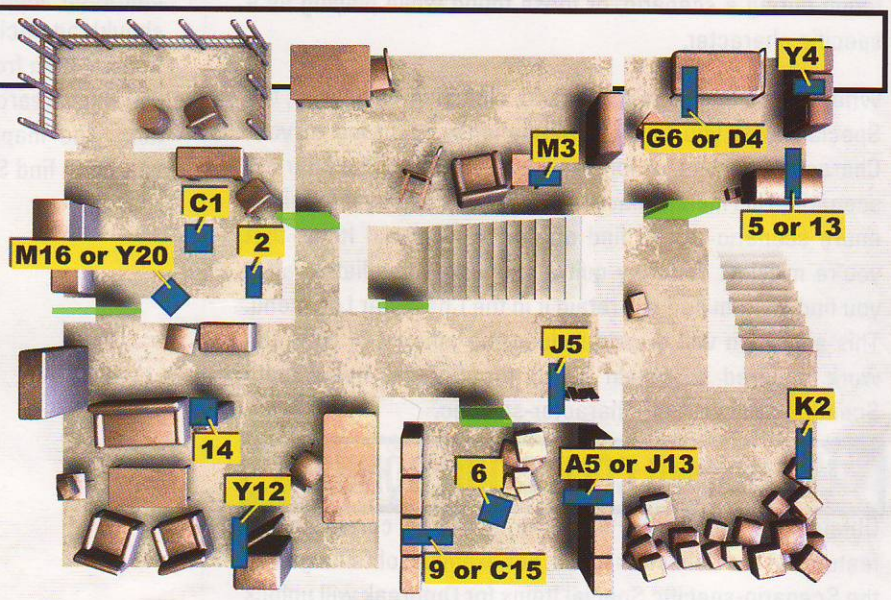
The Special Item lists are divided according to scenario and character. Each section contains a new set of maps depicting the location of each special item. Many of the location markers are rectangular in shape, sticking outward from walls and furniture. The rectangle indicates where your character should be standing and what direction he or she should be facing in order to find the item. Obtaining a Special Item from any location is a very exact process, and you must search exactly the right spot in order to find the item. The maps are designed to help pinpoint where to search to find Special Items.

"OUTBREAK" SPECIAL ITEMS

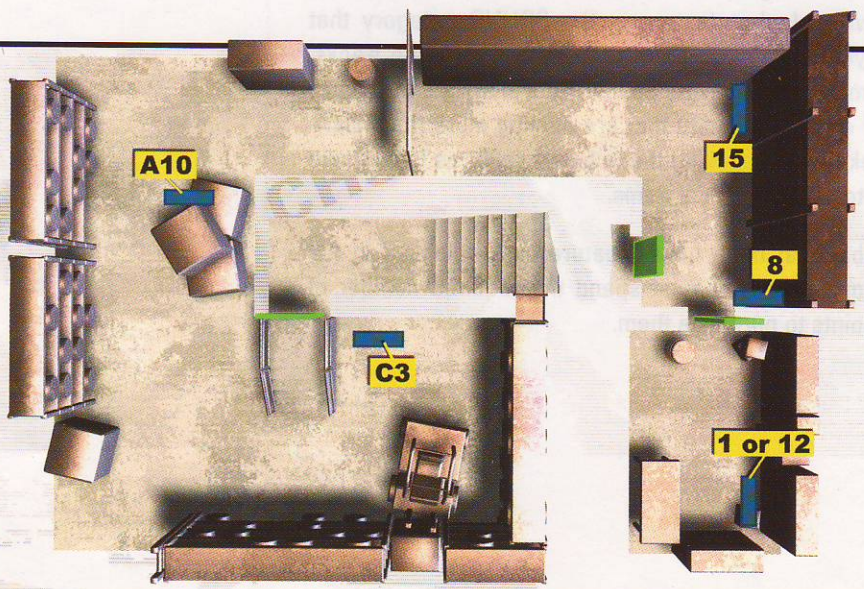
BAR AND APARTMENTS, 1F



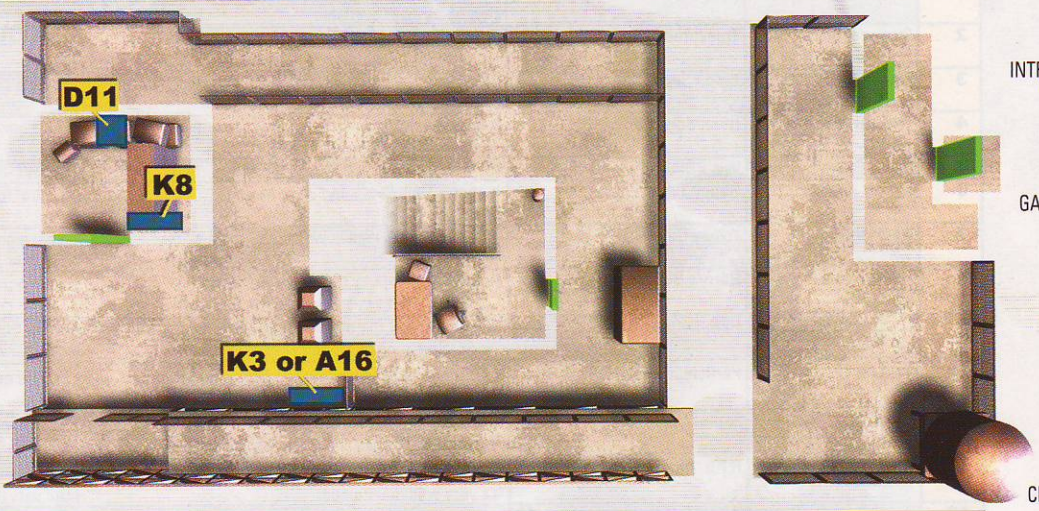
BAR, 2F



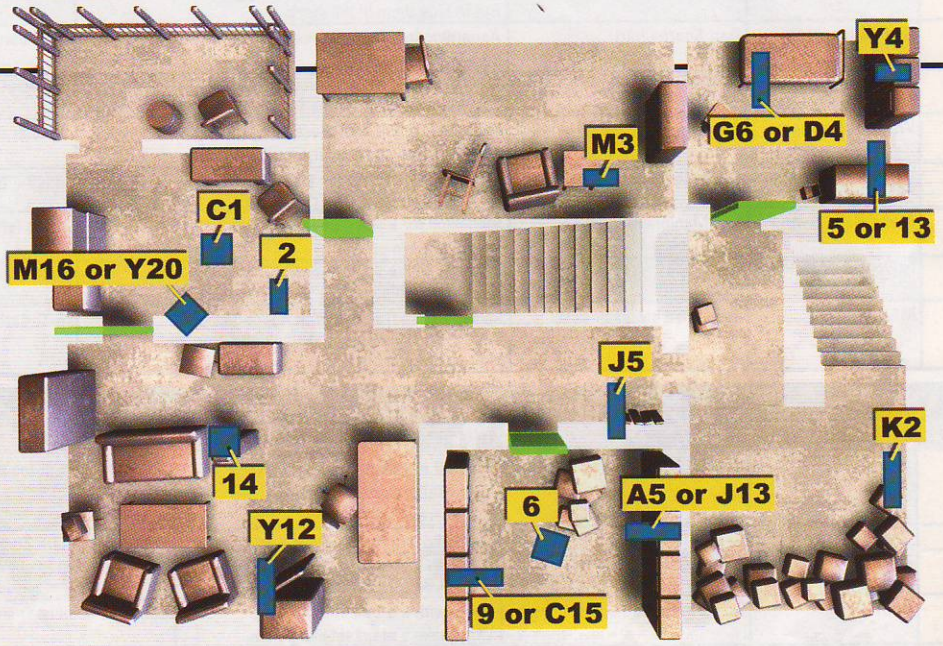
BAR, 3F

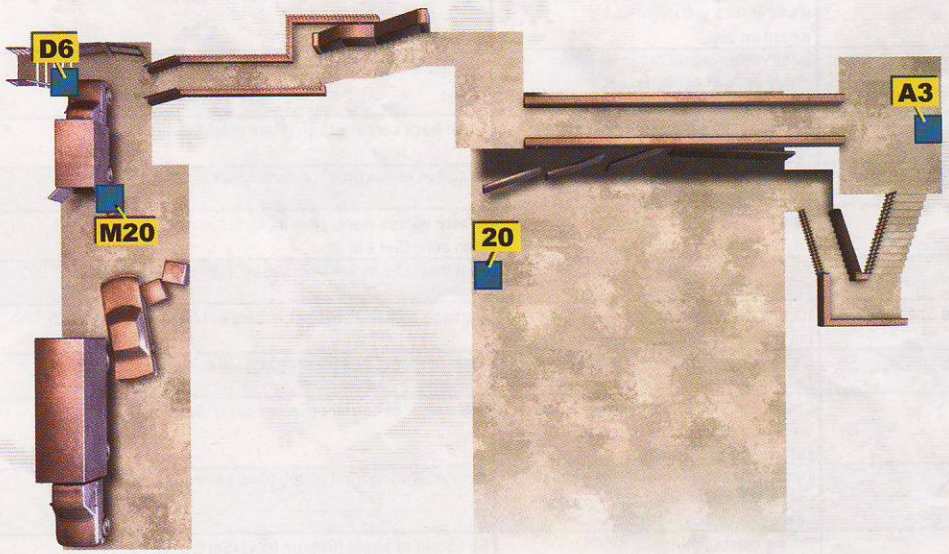


BAR AND APARTMENTS, ROOFTOP



STREET AREA





"Outbreak" Scenario Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
1	Wine Room	Jack Treasured Alcohol	Jack's favorite alcohol. One of the best available.	Near back of room (Set 3)
2	Owner's room	Treasured Record	One of the records from Jack's super record collection.	Near base of phonograph (Set 2 or 3)
3	J's BAR 1F	Credit Slip	Who would run up a tab like this? The name says...Kevin.	Behind counter, near register (Set 0 or 1)
4	J's BAR 1F	Bean Soup Recipe	Recipe for this place's famous bean soup. The secret is soy sauce.	Near kitchen corner (Set 0 or 1)
5	Break Room	Will's Diary	It says: "Cindy's smile is beautiful today too!"	Corner of white shelf, near drawer (Set 0)
6	Locker Room	Happy Times Photo	It shows Will, Cindy and Jack having fun at the bar.	Seat of folding chair (Set 0 or 1)
7	J's BAR 1F	Yellow Umbrella	The "Umbrella" logo is written large on it.	Near sign bearing today's recommendation (Set 0 or 1)
8	Liquor Room	Barry's Bottle	Bottle being kept by a man named Barry. I wonder if it's okay to have a little drink?	Right across from entrance (Set 2)
9	Locker Room	Herb Cultivation Book	Discusses how to cultivate various herbs. Cindy used it for reference.	When Cindy's locker is opened (Set 0 or 1)
10	J's BAR 1F	Particular Person Memo	Lists name of troublesome bar patrons. (Kevin's name is on it too...)	Behind counter, near register (Set 2 or 3)
11	Wine Room	Jack's Note	The title says "Alcohol and Me." It looks like this guy really loves alcohol.	Near back of room (Set 1)
12	In Front of J's Bar	R.P.D. Hat	Must have been forgotten by one of the R.P.D. It's very well maintained.	Behind unmoving patrol car beyond bar door (All sets 0~3)
13	Break Room	Will's Hanky	It looks like Will was quietly storing these up. But to hide them in the store...	Corner of wine shelf, near drawer (Set 2)
14	Staff Room	Dart Score Chart	According to this, Kevin really gets creamed in darts...	Dartboard (Set 0 or 1)
15	Liquor Room	Mark's Bottle	He was trying to cut down on alcohol, but it seems he had some regrets.	Crates at second corner (Set 0)
16	Women's Bathroom	Scissors	Yoko cut her hair with these scissors. I wonder how she likes the image change...	Counter near wall (near Zombie hands) (Set 0 or 2)
17	Women's Bathroom	Eyeglasses	Yoko was wearing these glasses. It's hard to say that they're stylish...	Counter near wall (near Zombie hands)(Set 1 or 3)
18	Men's Bathroom	Slot Machine Medallion	Medallion for a slot game in the store. It's really worn out.	Inside left toilet stall (Set 1 or 3)
19	In Front of Apple Inn	City Guide	Tourist guidebook for Raccoon City. J's Bar is profiled in it.	Mailbox outside deli (Set 2 or 3)
20	Main Street	Restaurant Invitation Ticket	Invitation to a free dinner at Raccoon City's 3-Star Restaurant. (Famous for their mushroom dishes)	Near garbage bags (Set 2 or 3)

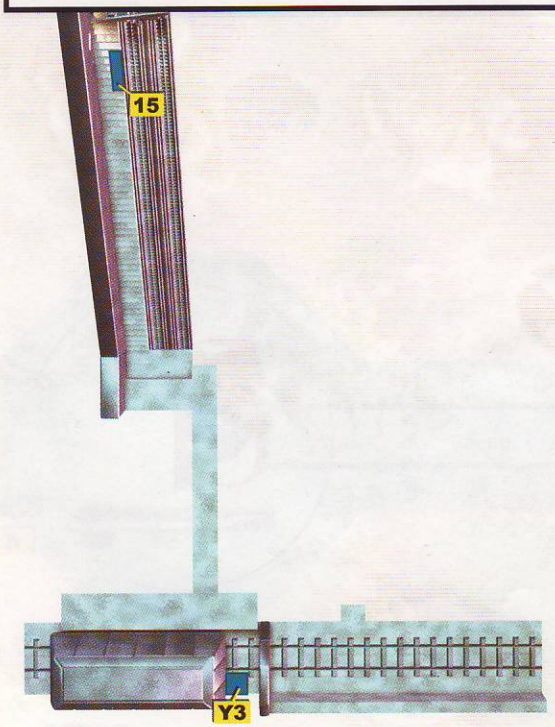
"Outbreak" Character-Specific Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
K2	Staff Room	Shooting Competition Trophy	It's from a shooting competition. Why would someone have just left it here...	Cardboard box at top of stairs (Kevin only)(Set 2)
K3	Rooftop	Checkered Flag	Memorial flag from a grass car race.	Small area where Zombie stands (Kevin only)(Set 2 or 3)
K7	J's BAR 1F	S.T.A.R.S. Interview Tips	If you read this, you'll be a member of S.T.A.R.S...is that true?	Near ashtray (Kevin only) (Set 0 or 1)
K8	Store Room	Western Boots*	Boots with a great, outdoor look. They make a man feel like a man.	Corner of shelf near entrance (Kevin only)(Set 0 or 1)
M3	Drawing Room	Photo from Military Times	Photo from my days in the military. Makes me feel so nostalgic.	Near table in back (Mark only)(Set 2 or 3)
M8	In Front of J's Bar	Brown Belt*	Brown belt with no distinguishing features, like you might find in a bargain bin.	SE corner of street (Mark only)(Set 0 or 1)
M16	Owner's Room	"The Ideal Father"	Book written about the ideal father. Pretty difficult contents, but very interesting.	Bookshelf, close to door (Mark only)(Set 0 or 3)
M20	Behind the Residential Area	Life Insurance Guide	Could I really get insurance in these conditions? I seriously doubt it.	Outer back corner of van (Mark only)(Set 1 or 2)
J1	In Front of Apple Inn	Pump-Style Basketball Shoes	By using the pump, you can adjust the fit of these basketball shoes.	In alcove of construction zone (Jim only)(Set 1 or 3)
J5	Staff Room	Fake Coin	Coin with two back sides. Could use this to trick people...	Where boards were, after using Stapler Gun (Jim only) (Set 0 or 2)
J13	Locker Room	White Tanktop*	Perfect for layering. I can wear this under my clothes.	East wall, 2nd locker from the left (Jim only) (Set 0 or 1)
J16	Men's Bathroom	Friend's Favorite Shoes	He told me to take good care of them, but they were already in bad shape.	Garbage container at back of screen (Jim only) (Set 2 or 3)
G6	Break Room	Alarm Clock	It's so noisy. I like to be in a good mood when I wake up in the morning.	West corner of bed (George only) (Set 2 or 3)
G8	1F of the Apartment	Cheap Clock	Cheap watch that looks easily breakable. It would be better to not even have a watch...	NW corner of corridor (George only) (Set 0 or 1)
G9	In Front of Apple Inn	Canoe Catalog	Treat yourself to a canoe ride on the river this weekend, huh... Really nice stuff in here.	Near mailbox in front of deli (George only) (Set 0 or 1)
G11	In Front of J's Bar	Cargo Pants*	Boring colored pants. Kind of close to nature, in a way.	SE corner of street (George only) (Set 2 or 3)
D4	Break Room	Leather Pants*	The more you wear leather, the better it looks. I really like these.	West corner of bed (David only) (Set 0 or 1)

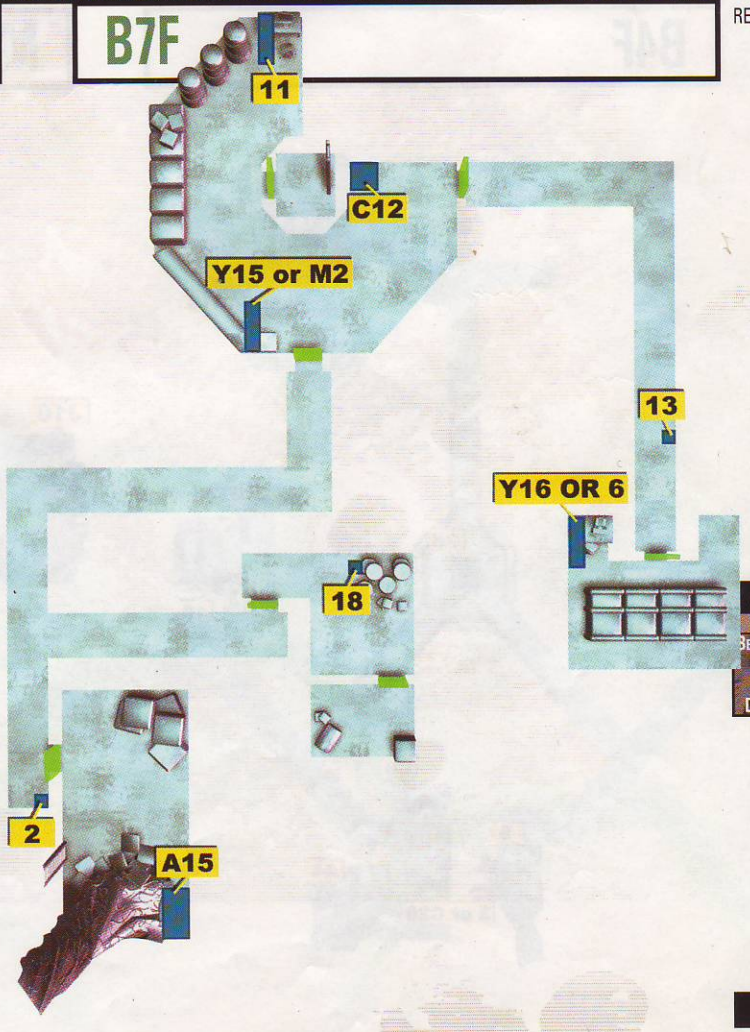
MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET -continued
D6	Main road	Lion Ring	Ring with the fierce face of a lion carved into it. It may actually be a good weapon.	On stairs, front corner of van (David only) (Set 0 or 2)
D11	Store Room	Metal Nail Puller	Pure gold nail puller. Did someone actually use this?	Climb boxes, search (David only) (Set 3)
D20	In Front of Apple Inn	Strong Safety Shoes	Very strong shoes. They'd be okay even if an elephant stepped on them. But they are very heavy.	Narrow path, near fence (David only) (Set 1, 2 or 3)
A3	Footbridge	Leather Notebook	A little heavy, but very high-quality leather notebook. I always wanted one of these.	Corner of shutter (Alyssa only) (Set 0, 1 or 3)
A5	Locker Room	Sportswear Bottom*	Nice looking training pants with a white stripe running down them.	East wall, 2nd locker from the left (Alyssa only) (Set 2 or 3)
A10	Liquor Room	Spike Heels*	Very high heels. Hard to walk in, but I guess women get used to it.	Wooden box next to Alcohol Bottle (Alyssa only) (Set 2)
A16	Store Room	Vinyl Sheet	If I wrapped this around my stomach, I could make myself look thinner.	Small area where Zombie stands (Alyssa only) (Set 0 or 1)
Y4	Break Room	Exercise Clothes*	Exercise clothes from my parents' home country of Japan. They all wear the same uniform there.	Lockers (Yoko only) (Set 0 or 2)
Y7	Women's Bathroom	Man-Smelling Handkerchief	Handkerchief that Kevin gave me. He's much nicer than he looks.	Corner of washbasin near door (Yoko only) (Set 0 or 3)
Y12	Staff Room	Cute Strap	Strap that came along with a cute little stuffed animal dog.	Shelf beside refrigerator (Yoko only) (Set 1 or 3)
Y20	Owner's room	"Brain Awakening"	Book about awakening the hidden power of the brain. Is human potential limitless?	Bookshelf close to door (Yoko only) (Set 1 or 2)
C1	Owner's room	BAR Permission Form	The store's ownership papers are all here... Well I'm not thinking about taking them...	Fallen letter on floor, center (Cindy only) (Set 3)
C2	J's BAR 1F	Will's Treasured Recipe	Recipes of Will, the great chef. This is the secret to the taste.	Will's corpse (Cindy only) (Set 0 or 1)
C3	Liquor Room	Hidden Place Memo	Memo about Jack's hidden stash of money. I already found it!	Wooden box beside stairs, behind forklift (Cindy only) (Set 0, 1 or 2)
C15	Locker Room	Bunnygirl Cufflinks*	Bunnygirl cufflinks... I can't do anything with just these.	In Cindy's locker (Cindy only) (Set 2 or 3)

"BELOW FREEZING POINT" SPECIAL ITEMS

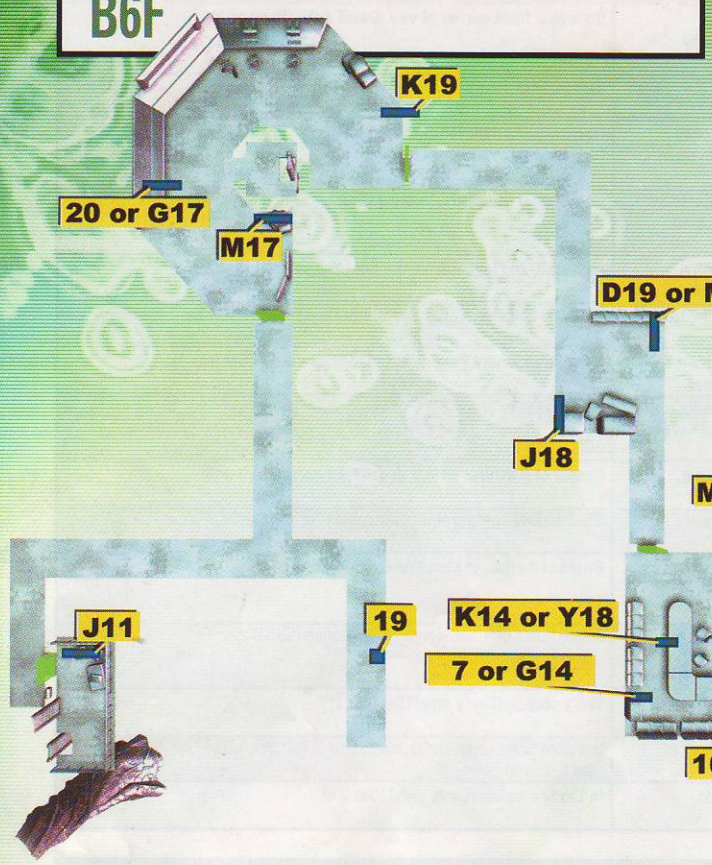
B8F



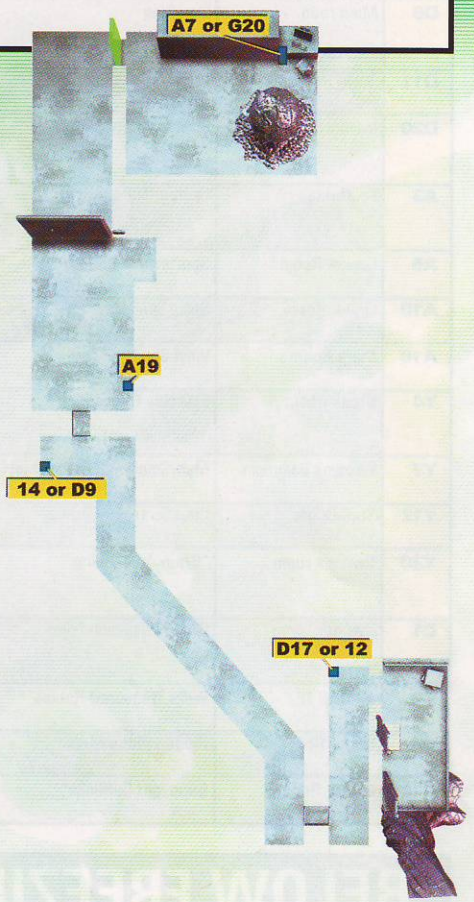
B7F



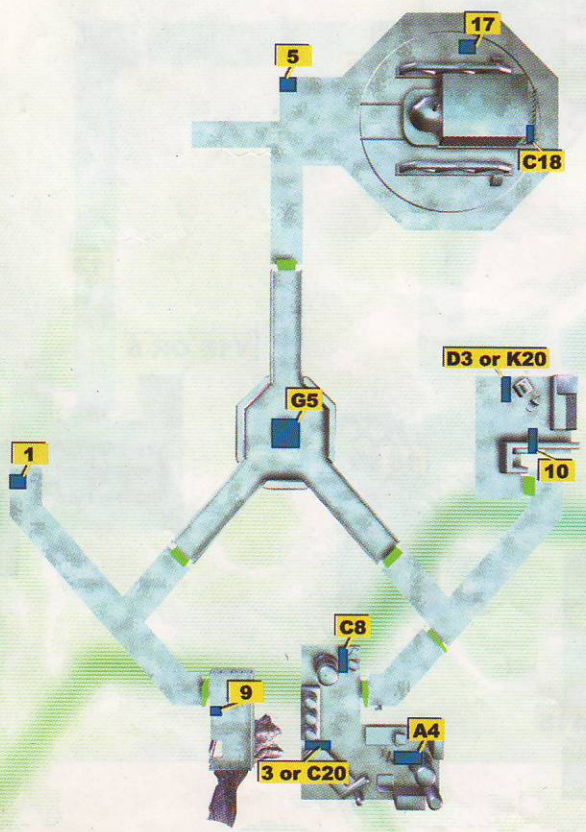
B6F



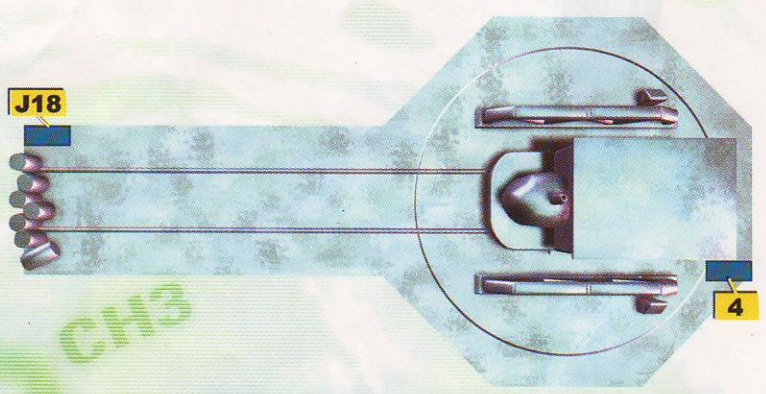
B5F



B4F



MARSHALING YARD



"Below Freezing Point" Scenario Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
1	B4F Passway of West Area	Empty Ink Ribbon	The ink is all used up...	Dead end of corridor (near Iron Pipe) (All sets 0-3)
2	B7F South Passway	Fax	Fax to sewer maintenance administrator. It seems Umbrella's general director has sent this.	Beside door leading to Duct (Set 0 or 1)
3	B4F Culture Room	Bloody White Coat	Blood-covered white lab jacket. Is this burned hole a bullet hole?	In niche between table and machinery (Set 0 or 1)
4	Marshaling Yard	Blue Umbrella	Has a big "Umbrella" logo on it.	Space behind the locomotive controls (Set 0 or 1)
5	Turn Table	Hunter's Claws	They look sharp enough to cut metal... I hope I don't meet the owner.	Near the claw-marked door (Set 3)
6	B7F Chemical Storage	Silver Picture Frame	Photo of two smiling people. Mother and daughter, eh (Sherry and Annette).	Appears next to computer after pass code input (Set 2)
7	B6F Break Room	Yoko's White Coat	White Lab Jacket that Yoko used while working in the lab.	Corner of low brown bookcase (Set 1)
8	B6F Break Room	Backup Glasses	Glasses Yoko has kept for use at her office. They look identical to her regular glasses...	Column beside hot water sink (Set 0)
9	Duct	Name Plate 1	Must be Monica's. I never thought it would wind up like this.	Panel beside door on highest platform (Set 0 or 1)
10	B4F Low Temperature Experiment Room	Frozen Seeds	Frozen seed from various animals. I guess they'll be used for some experiment.	Where circuit breaker is made in RE2 (Sets 0,2 or 3)
11	B7F Laboratory	DNA Structure Model	Model showing the spiral structure of DNA. The source for all life is a beautiful thing.	Appears after obtaining file in same spot (Sets 1 or 3)
12	B5F Passway of Area C	Seven Colored Ring	Ring that shoots out various lights as it is moved. Made by a researcher for fun.	Corner behind Green Herb (Set 2)
13	B7F East Passway	Chess Scoresheet	Chart showing chess competition results. It's about a 50/50 tie between the two players.	Check fire extinguisher (Sets 2 or 3)
14	B5F Emergency Passway	Chess Piece Watch	Watch made in the motif of a chess piece. The hands are made from a knight and queen.	Corner across from crawlspace opening (Set 1)
15	Lift	Unmatched Shoes	The left shoe is white and the right is black. Oddly designed shoes.	Right side of stairs just below open vent (Sets 2 or 3)
16	B6F Break Room	Name Plate 2	Belongs to Yoko. Not very useful now.	Corner garbage can (Sets 2 or 3)
17	Turn Table	Monica's Barrette	Amber colored barrette. Treasured belonging of Monica.	Between Turn Table Key and control panel (Set 0 or 1)
18	B7F Chemical Disposal Room	Dangerous Liquid	It reads: "Danger! Do not mix!" There is a black skull symbol displayed as well.	Behind steel barrels (Sets 0,2 or 3)
19	B6F South Passway	Name Plate 3	Belonged to a person named "Marchin." Did he drop it in a panic?	Fire extinguisher near Frozen Wrench (Sets 1 or 3)
20	B6F Security Center	Expired ID Card	An ID card that has expired. It reads "Walter Ryan."	Blue notebook on desk (Sets 0 or 2)

"Below Freezing Point" Character-Specific Special Items

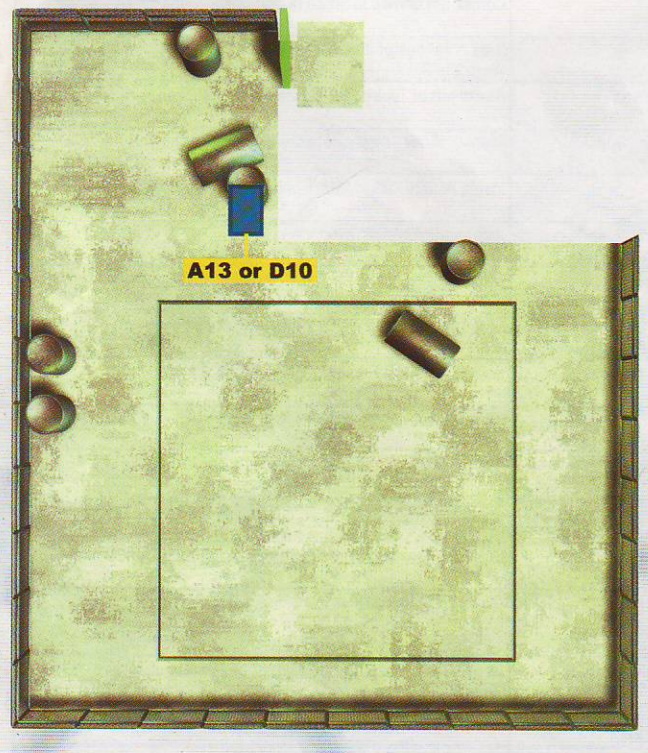
MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
K5	B6F Break Room	Steering Wheel	Famous brand steering wheel. Its leather cover is soft to the touch.	Inside middle locker (Kevin only) (Sets 0 or 1)
K9	B6F Security Center	White T-Shirt*	Pure white, clean T-shirt. Feels nice on the skin.	Corner left of map location (Kevin only) (Sets 0 or 1)
K14	B6F Break Room	Monthly Car Magazine	Favorite car magazine. I also like the pinups of the car models.	Blue notebook on back of table, near sofa (Kevin only) (Sets 2 or 3)
K20	B4F Low Temperature Experiment Room	Soft Blanket	I like to take trips and sleep in the car, so this is really important to me.	Barrel left of Typewriter (Kevin only) (Sets 2 or 3)
M2	B7F Laboratory	"How to Raise Children"	Recommended for parents with children going through puberty...	Monitor where map is located (Mark only) (Sets 0, 1 or 3)
M7	B6F Break Room	Shorts*	Easy to move in half pants. Perfect for hot weather.	Inside middle locker (Mark only) (Sets 2 or 3)
M14	B6F East Passway	"Beautiful Gardening"	Book about gardening... Now that I think of it, I've been ignoring my garden.	Right end of bench (Mark only) (Set 1)
M17	B6F Security Center	"How to Keep Your	Book about the secrets for marriage. Marriage From Cooling"	Cardboard box across from south door (Mark only) (Sets 0 or 1) Just a bunch of nonsense.
J11	Duct	Rare Basketball Shoes*	...This is them! I've been looking for these! These are impossible to find!	Cardboard box, B6F level (Jim only) (Sets 2 or 3)
J18	B6F East Passway	Rare Card	Basketball trading card. For what this is worth, I could buy a car.	Corner vending machine (Jim only) (Set 3)
J19	Marshaling Yard	Geta	These are Japanese shoes! ...Should I give them a try?	Near back of garage north corner (Jim only) (Sets 0 or 1)
J20	B6F Break Room	Lightweight Shoes	Must be for a marathon. They're light as a feather.	Corner garbage can (Jim only) (Sets 0 or 1)
G5	Main Shaft	Belly Watch	The plate is right around the navel area. The alarm goes "Goo!" What's this!?	Search corners of middle object (George only) (Set 0 or 2)
G14	B6F Break Room	Sports Sunglasses*	Sunglasses made for strong outdoor light. Perfect for strong glare.	Corner of low brown shelf (George only) (Sets 2 or 3)
G17	B6F Security Center	Motion-Activated Watch	With it on your arm, it makes a noise every time you move. For a kid? Noisy piece of junk!	Blue notebook on desk (George only) (Sets 1 or 3)
G20	B5F Computer Room	Puzzle Clock	You can't tell the time until you solve the puzzle... What is it for?	Appears after fingerprint registration (George only) (Sets 0 or 1)
D3	B4F Low Temperature Experiment Room	Lapel Shirt*	Inner shirt with deep, open lapels. Designed to emphasize the chest area.	Barrel left of typewriter (David only) (Sets 0 or 1)
D9	B5F Emergency Passway	Silver Nail	At first it looks like a regular nail, but it's made out of silver...	Corner across from crawlspace opening (David only) (Sets 2 or 3)
D17	B5F Passway of Area C	Black Metal Chain	Looking at this makes my blood boil. It reminds me of my wild time...	Corner behind Green Herb (David only) (Set 1)
D19	B6F East Passway	Strong Work Gloves	Gloves made of thick leather. Very useful when doing dangerous work.	Right corner of bench (David only) (Set 0 or 2)

"Below Freezing Point" Character-Specific Special Items -continued

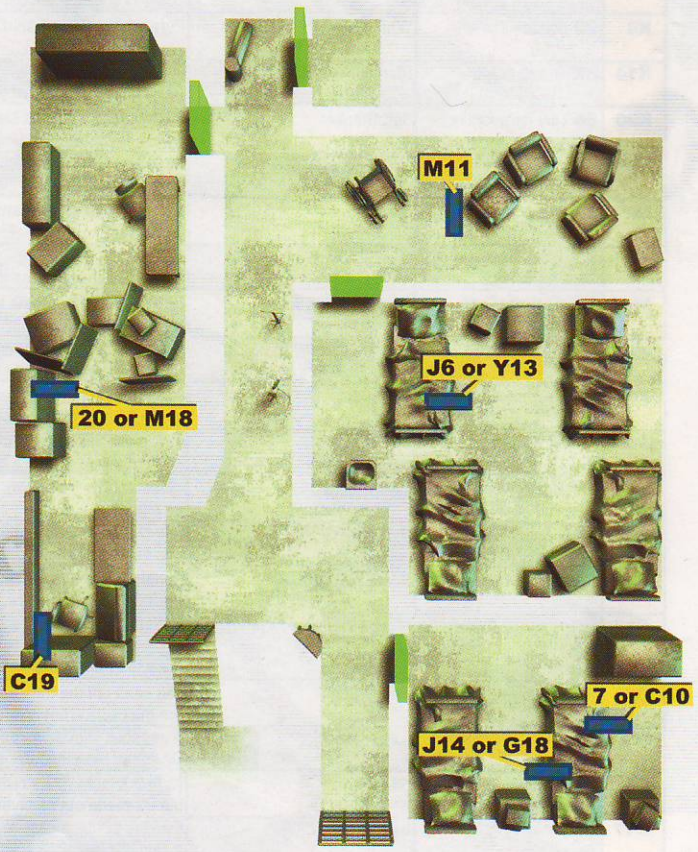
MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
A4	B4F Culture Room	Sport Wear Top*	Halter neck type with an open back. For training, I guess.	Giant tube near Zombie (Alyssa only) (Sets 0 or 1)
A7	B5F Computer Room	Woman's Sunglasses*	Expensive sports sunglasses. I look good in anything.	Appears after fingerprint registration (Alyssa only) (Sets 2 or 3)
A15	Duct	Mini-Massage Machine	Ultrasonic massage machine. Small and easy to carry.	Crate in corner, B7F level (Alyssa only) (Sets 1 or 2)
A19	B5F Passway of Area B	Cautery	Strange Japanese treatment for exhaustion. ...How is this supposed to work?	Boxes across from staff member (Alyssa only) (Set 0 or 3)
Y3	Platform	Cute Sneakers*	Maybe kind of childish?	Far corner of train (Yoko only) (Sets 2 or 3)
Y15	B7F Laboratory	"From Sea to Land"	Deep analysis of the evolution of animals and the transition from ocean to land.	Monitor where map is obtained (Yoko only) (Set 2)
Y16	B7F Chemical Storage	"Creature Evolution"	From monkey to man... Read it and you can't put it down.	Appears beside computer after inputting pass code (Yoko only) (Sets 0 or 1)
Y18	B6F Break Room	"Seize your Tomorrow!"	A Japanese manga. It talks about pure, warm-blooded things but I don't understand.	Blue notebook on back of table near sofa (Yoko only) (Sets 0 or 1)
C8	B4F Culture Room	Blue Shirt*	Made of a comfortable, soft material. Also easy to match with other clothes.	Corner beside entrance (Cindy only) (Sets 0 or 1)
C12	B7F Laboratory	Cool Sunglasses*	These sunglasses might be nice for a hip, cool look.	Corner across from east entrance (Cindy only) (Sets 0 or 1)
C18	B4F Turn Table	Bunny Bowtie*	Bowtie with a bunny girl design... A brighter color might have been nice.	Rear locomotive platform (hiding place) (Cindy only) (Sets 0 or 1)
C20	B4F Culture Room	Mr. Raccoon Badge	Mascot of Raccoon Park.	In niche between table and machinery (Cindy only)(Sets 0 or 1)

"THE HIVE" SPECIAL ITEMS

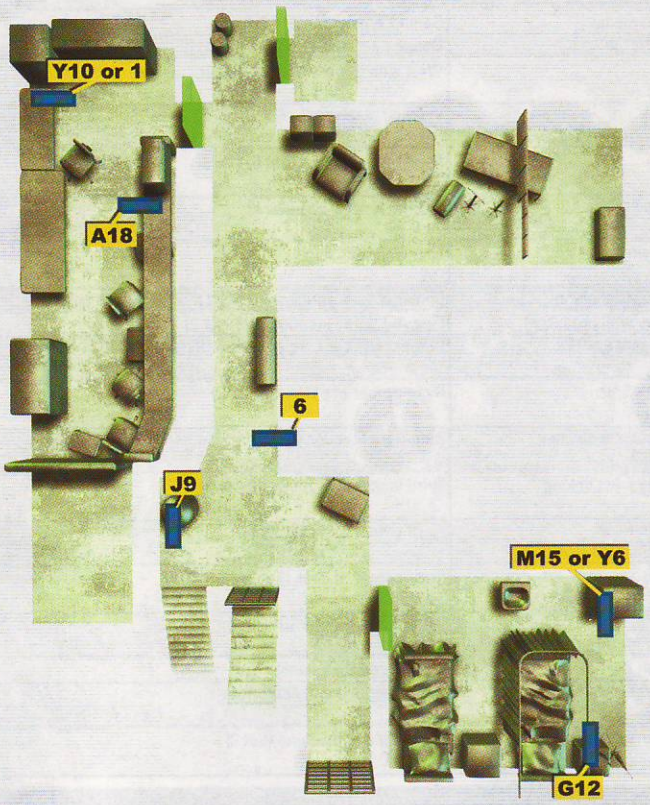
ROOFTOP



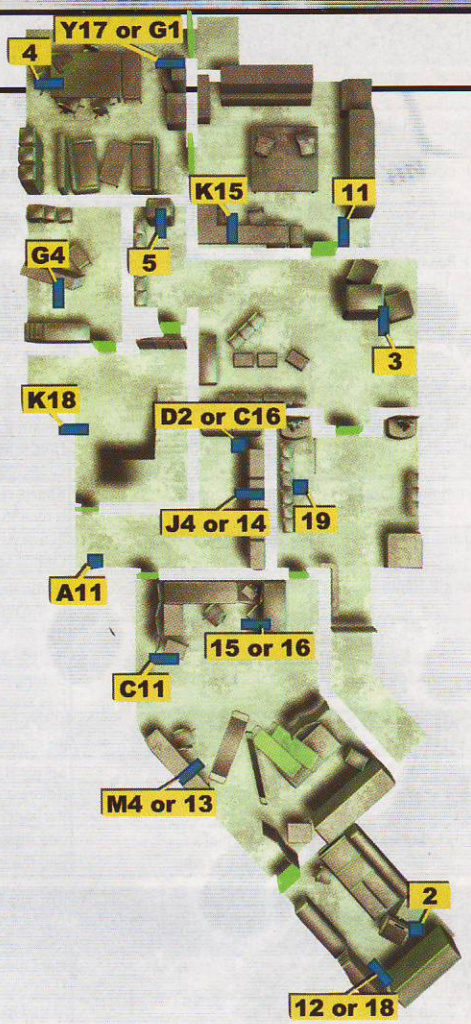
3F



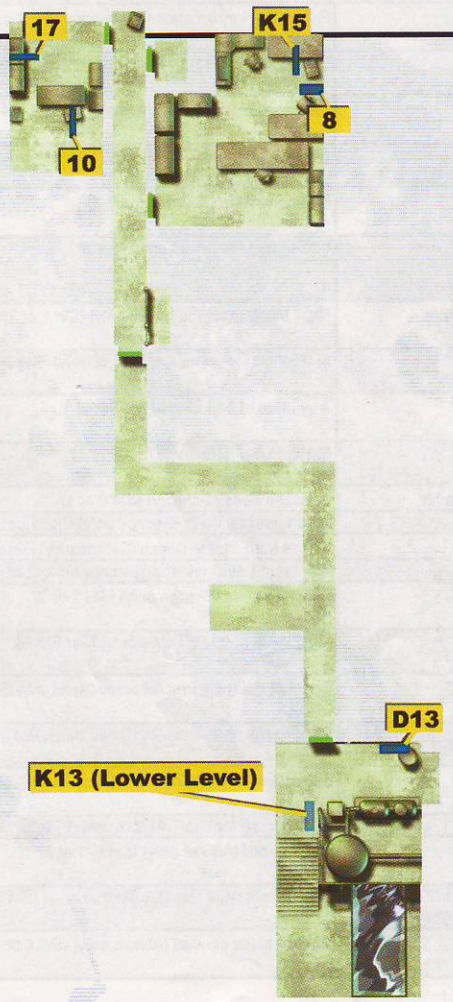
2F


Y10 or 1
A18
6
J9
M15 or Y6
G12

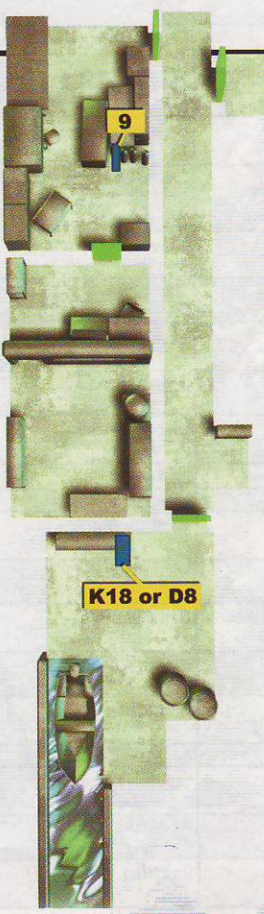
1F


Y17 or G1
4
K15
11
G4
5
3
K18
D2 or C16
J4 or 14
19
A11
15 or 16
C11
M4 or 13
2
12 or 18

B1F


17
K15
8
10
D13
K13 (Lower Level)

B2F


9
K18 or D8

"The Hive" Scenario Special Items

MAP #	AREA LOCATION	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
1	Nurse Station	Legendary Nurse Hat	Hat from legendary nurse who saved countless lives in wars.	Northwest corner (Set 1)
2	Treatment Room	Deformed Body Model	Really weirdly designed human model.	Behind Typewriter (Set 0 or 1)
3	Hall	Black Umbrella	The "Umbrella" logo is written large on it.	Debris near front doors (Set 0 or 1)
4	Doctor Station	Golden Stethoscope	Pure gold stethoscope. This must impress the patients...	West side of central desk (Set 2)
5	Hall	Tomato Juice	Fresh tomato juice... It sort of looks like blood...	Vending machine (Set 0-3)
6	2F Passway	Health Promotion Poster	It says that daily exercise is the key to good health.	Poster on east wall (Set 0, 1 or 3)
7	Room 302	Worm Toy	Rubber toy. I don't think it needs to be so realistic looking...	Side of second bed (Set 3)
8	EV Control Room	Blue Hill Model	Looks like it's made of glass...very nice. But why a model of a hill?	East wall (Set 3)
9	Experiment Room	Red Hill Model	Glass object. Gives off a very special shine.	Corner of table across from blood machine (Set 0 or 1)
10	Reposing Room	Angel Set	Makeup set for morticians. Very well organized.	First Aid Spray location (Set 1 or 2)
11	Office	Harsh Hair Ornament	Hair ornament belonging to hospital worker. Looks very expensive.	Corner near door, Scrub Brush (Set 0 or 3)
12	Treatment Room	Ceramic Scalpel	Sharp, rust-resistant scalpel. It's bloody. It must have been used recently.	Right corner of cabinets (Set 2)
13	Examination Room	Quality Thermometer	Extremely accurate thermometer. I'm so busy, I won't take a day off even with a fever.	Blue Herb location (Set 3)
14	Locker Room	Stockings (White)	Unopened, new stockings. They must belong to the nurse who works here.	Third locker with zombie (Set 0 or 1)
15	Examination Room	Chris' X-Ray	Belongs to a man named Chris. It looks like he is healthy enough.	Right corner of desk (Set 0)
16	Examination Room	Chris' Chart	Belongs to a man named Chris. It is stamped with S.T.A.R.S.	Right corner of desk (Set 2)
17	Reposing Room	Hair Growth Formula	This stuff is really expensive. You need a lot of determination and money for this...	Inside empty locker (Set 0, 1 or 3)
18	Treatment Room	Surgical Gloves	Surgical gloves that fit tightly on the hands.	Right corner of cabinets (Set 1)
19	Central Waiting Room	Doctor's ID card	Belongs to a doctor named Harsh. It's bent in the middle.	Bench left of double door (Set 1)
20	Nurse Center	Hospital Chief's Suspicious Memo	Info about bribes between drug companies and the hospital chief. I wonder if it's true...	Next to blood machine (Set 0)

"The Hive" Character-Specific Special Items

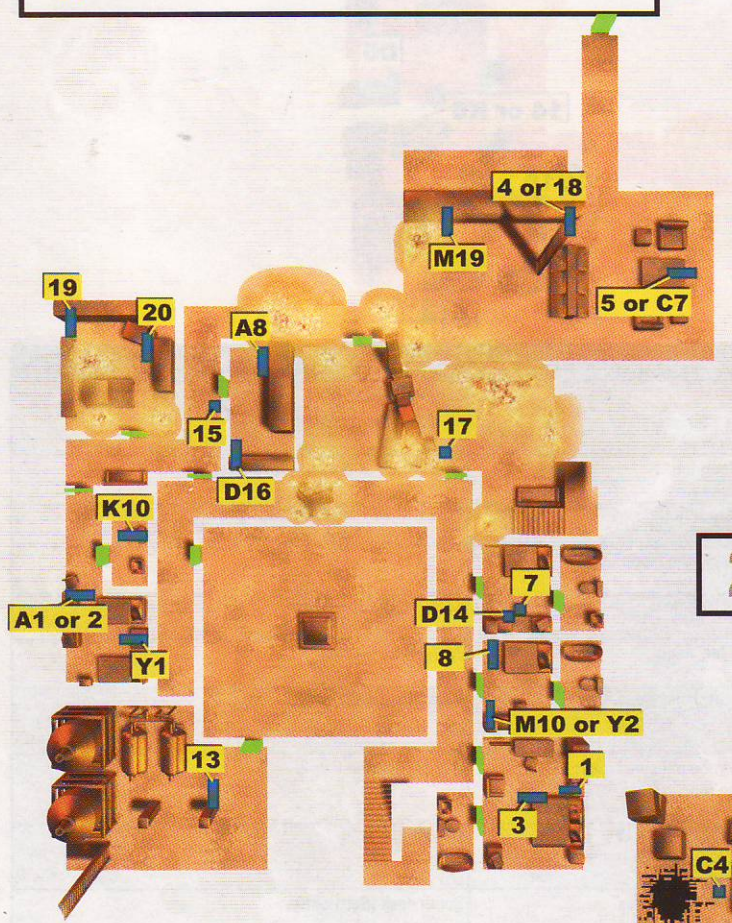
MAP #	AREA LOCATION	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
K13	Waste Liquid Disposal Room	Wrinkled Cigarettes*	They must have been in someone's back pocket. They're all pretty much bent.	Under Zombie's body (Kevin only) (Set 0 or 1)
K15	EV Control Room	Mini Car	Highly detailed car. The doors open and the handles turn.	First Aid Spray location (Kevin only) (Set 1 or 3)
K16	Underpass Entrance	Shiny Wheel	Highly polished wheel. You can see how much it was cherished.	Corner of shelf near First Aid Spray (Kevin only) (Set 2)
K18	1F Passway	Cheap Insurance Magazine	You need insurance to ride a car... All the articles are highly questionable.	Wall across from stairs (Kevin only) (Set 0, 1 or 3)
M4	Examination Room	Supplement	Supplement effective against stress and exhaustion. It is hard to drink.	Blue Herb location (Mark only) (Set 0)
M11	3F Passway	Vacation Pamphlet	A "trip to a fine resort," eh... It would be great for a family vacation...	Mobile cart (Mark only) (Set 1-3)
M15	Room 202	"Sports with Adult and Child"	Introduces sports that are good for parents and their children. Tennis might not be a bad idea.	Corner lockers (Mark only) (Set 2)
M18	Nurse Center	"How to Scold Your Kids"	Book about how to best discipline children. I really should read this.	Near blood machine (Mark only) (Set 1 or 3)
J4	Locker Room	Cheap Shoes	Very reasonable shoes from the Home Center's Wagon Sale.	In third locker with Zombie (Jim only) (Set 2 or 3)
J6	Room 301	Shoe Repair Set	I'm careful about taking care of my favorite shoes. I do it every day!	Tray table of bed (Jim only) (Set 2)
J9	2F Hallway	Subway Schedule	Here it is... I was wondering where I lost this...	Garbage can (Jim only) (Set 0 or 1)
J14	Room 302	Favorite Uniform*	Uniform with the number of my favorite player.	Between beds (Jim only) (Set 0 or 1)
G1	Doctor Station	Old Watch	Very old watch...but very stylish.	Hutch near elevator (George only) (Set 1 or 3)
G4	Night Reception	Broken Watch	Broken watch with a retro feel.	Across from shutter switch (George only) (Set 0 or 2)
G12	Room 202	Brown Inner Wear*	Easy to move in inner wear. Highly absorbent.	Nightstand near window (George only) (Set 0 or 1)
G18	Room 302	Wind-up Watch	It stops unless you keep it well lubricated with oil. It's inaccuracy makes it cute.	Between beds (George only) (Set 2 or 3)
D2	Locker Room	Leather Jacket*	Very suave jacket. Shows a man's attractiveness.	Messiness in back (David only) (Set 0 or 1)
D8	Underpass Entrance	Lion Knife	The hilt is shaped like a leaping lion. I'll bet it's pretty expensive.	Corner of shelf near First Aid Spray (David only) (Set 1 or 3)
D10	Rooftop	Nut & Bolt	It looks like a normal nut and bolt, but it is just a piece of art.	Steel barrel near elevator (David only) (Set 0 or 3)
D13	Waste Liquid Disposal Room	Water Filter	It says that water is the most important element for survival. With this, I'll be okay.	Behind Green Herb location (David only) (Set 1 or 2)
A11	Locker Room	Red Rouge*	Red rouge for the face...	Scrub Brush location (Alyssa only) (Set 2)
A12	Office	Expensive Makeup	Expensive makeup that is also good for the skin. I meet need some soon...	Desk corner (Alyssa only) (Set 0, 1 or 3)
A17	Rooftop	Ab Machine	Machine that counts how much abdominal exercise you're doing. Is this really necessary?	Steel barrel near elevator (Alyssa only) (Set 1 or 2)
A18	Nurse Station	Diet Drug	Highly suspicious drug. Is the person in the ad real?	Right of glass cabinet (Alyssa only) (Set 0 or 3)

"The Hive" Character-Specific Special Items -continued

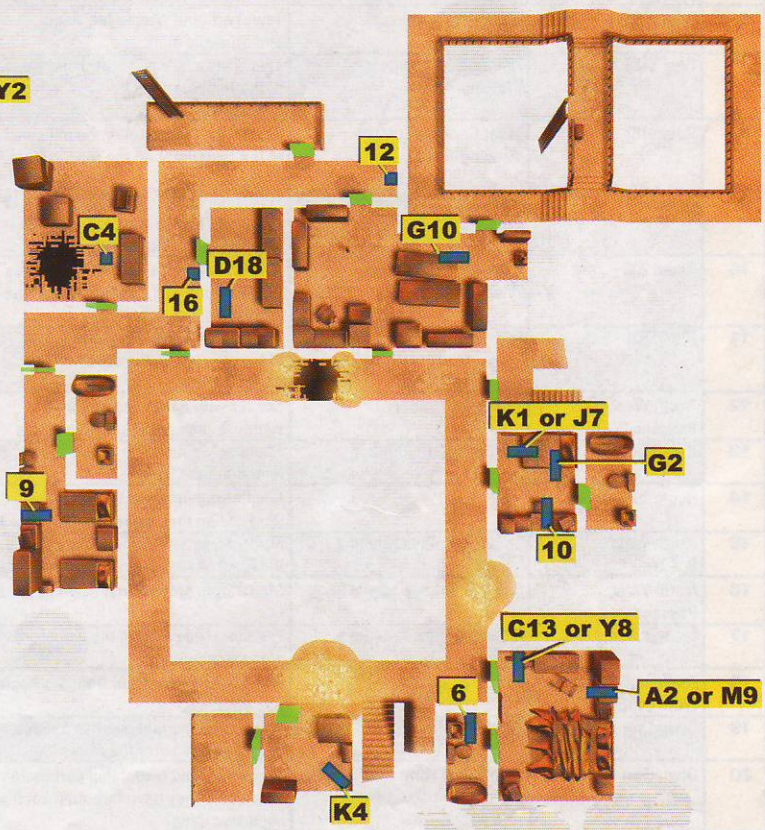
MAP #	AREA LOCATION	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
Y6	Room 202	Exercise Shoes*	Cheap shoes. The soles are cheap and I don't think they'd be good for exercise.	Lockers (Yoko only) (Set 3)
Y10	Nurse Station	Multipurpose Eyeglasses	Equipped with a 3X magnification function. ...Can I really use these?	NW corner (Yoko only) (Set 0, 1 or 2)
Y13	Room 301	Unpleasant Strap	Gross strap from a skeleton doll. Why did I pick this up anyway?	Tray table of bed (Yoko only) (Set 1 or 3)
Y17	Doctor Station	"DNA Structure Map"	Book with various articles about DNA.	Hutch near elevator (Yoko only) (Set 0 or 2)
C10	Room 302	Sandals*	Good looking footwear is important...	Nightstand near window (Cindy only) (Set 0 or 1)
C11	Examination Room	Bracelet*	Silver bracelet. I like the design.	Corner of partition (Cindy only) (Set 2 or 3)
C16	Locker Room	Bunnygirl Fishnet Tights*	Bunny Girl fishnet tights. Who could have left these here?	Messiness in back (Cindy only) (Set 3)
C19	Nurse Center	Sophisticated Rouge*	Makes lips look nice and wet. Is this the sexy outfit?!	SW corner of room (Cindy only) (Set 0 or 2)

"HELLFIRE" SPECIAL ITEMS

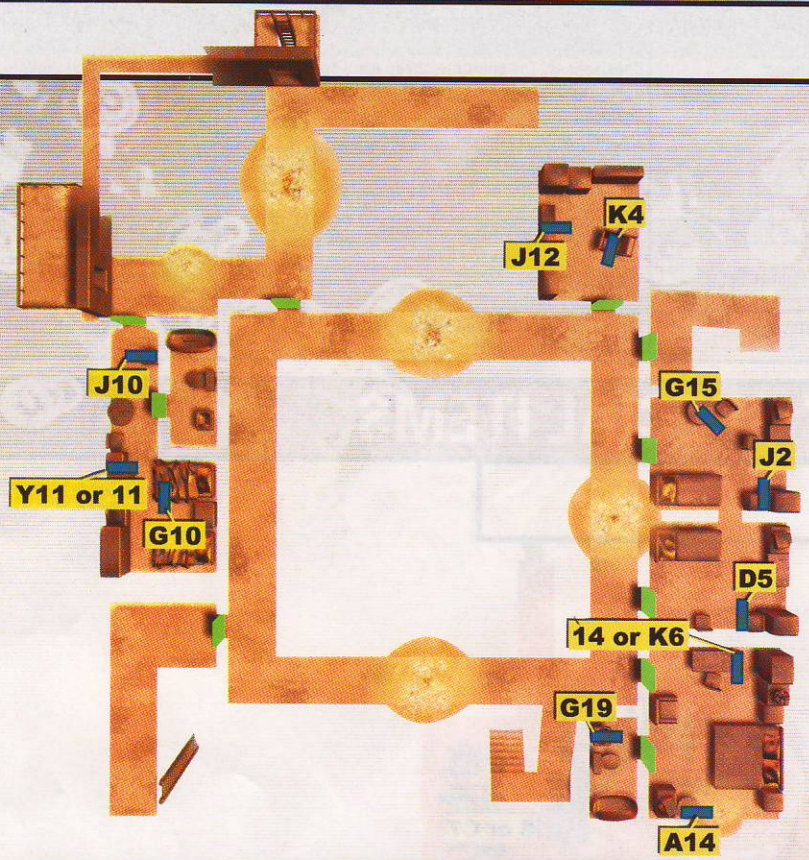
1F



2F



3F



"Hellfire" Scenario Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
1	Room 104	Ben's Notebook	Does this belong to the reporter? It contains some real scoops...	Small shelf near bed (Set 1 or 2)
2	Room 101	Umbrella Noodle	Umbrella, Inc. makes food too... Tastes pretty good, too...	First corner of bureau (Set 0 or 1)
3	Room 104	Ben's Passport	Belongs to a man named Ben Beltritch. He must be looking for this...	Between bed and table (Set 3)
4	Apple Inn Front Lobby	Guest Registry	The date is old, but I found the name Clare. Side of call bell (Set 3)	
5	Apple Inn Front Lobby	Red Umbrella	It has a big "Umbrella" logo on it.	Coffee table (Set 0 or 1)
6	Room 204	Apple Inn Towel	Towel with the "Apple Inn" logo and an apple mark.	Towel rack (Set 0 or 1)
7	Room 102	Fish Cooking Contest Winning Ticket	This is my chance to try the delicious fish at the restaurant on the road in front of Apple Inn.	Desk chair (Set 0 or 3)
8	Room 103	Meat Cooking Contest Winning Ticket	This is my chance to try the delicious meat at the restaurant on the road in front of Apple Inn.	NW corner (Set 0 or 2)
9	Room 201	Japanese Food Contest Winning Ticket	This is my chance to try the delicious Japanese food at the restaurant on the road in front of Apple Inn.	Desk (Set 2 or 3)
10	Room 202	Chinese Food Contest Winning Ticket	This is my chance to try the delicious Chinese food at the restaurant on the road in front of Apple Inn.	South desk (Set 1 or 3)
11	Room 301	Famous Cookie	These are the famous cookies from the restaurant on the road in front of Apple Inn.	Near desk by garbage (Set 0)
12	North West Passage 2	Fire Safety Sticker	Sticker with a fire warning on it. Warnings about smoking in bed, etc.	Fire extinguisher (Set 1 or 2)
13	Boiler Room	Mr. Raccoon's Photo	Photo of Mr. Raccoon from the Raccoon City Zoo.	Behind column (All Sets 0-3)
14	Room 306	Vic E Ring	Ring forgotten by the famous band, Vic E, when they stayed at the Apple Inn.	Desk chair (Set 3)
15	North West Passage 1	Commemorative Medal 1	Medal forgotten by the famous band, Vic E, when they stayed at the Apple Inn.	Fire extinguisher (Set 0 or 3)
16	North West Passage 2	Commemorative Medal 2	Medal from promotional event at the zoo.	Painting (Set 0 or 1)
17	Lounge Stairs	Commemorative Medal 3	Expensive medal from the establishment of the Apple Inn.	Debris near door (Set 2)
18	Apple Inn Front Lobby	Free Stay Ticket	Free Night's Stay ticket from the Apple Inn. Still effective.	Beside call bell (Set 1 or 2)
19	Owner's Room	Owner's Notes	Book about management aesthetics. Owned by owner of the Apple Inn	Corner of rear bookshelf (Set 0 or 1)
20	Owner's room	Permission Form	Apple Inn Land ownership permission form. How could they have forgotten such an important thing?	Near file location (Set 2)

"Hellfire" Character-Specific Special Items

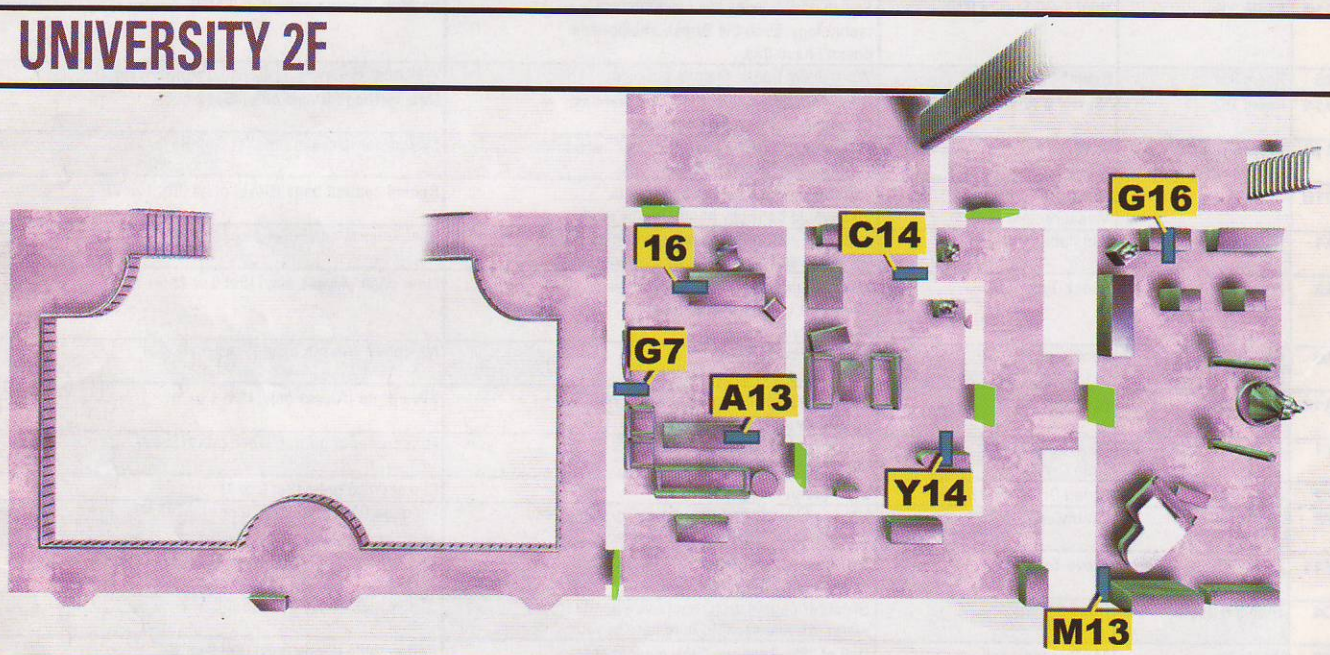
MAP #	SET AREA	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
K1	Room 202	Football Ticket	Ticket to a football game. These are really great seats.	Foot of bed (Kevin only) (Set 3)
K4	Boiler Management Room	Expensive Oil	Car oil with no additives. It's hard to find such high quality oil.	SE corner (Kevin only) (Set 0 or 1)
K6	Room 306	New Sunglasses	These were just released. It's a brand new sunglass design.	Rear corner of desk (Kevin only) (Set 0, 1 or 2)
K10	Room 101	Faded Blue Jeans*	Well-worn jeans. They're really vintage.	Bathtub (Kevin only) (Set 2 or 3)
M5	Linen Room	Polo Shirt*	Polo Shirt that breathes extremely well.	Cart near door (Mark only) (Set 0 or 1)
M9	Room 204	Jeweled Ring	Ring that my wife would be happy to receive. I haven't gotten her anything lately...	Near fallen chair (Mark only) (Set 1 or 3)
M10	Room 103	Skateboard	Skateboard that my son would love. Maybe I'll get it for his next birthday.	SW corner closet (Mark only) (Set 2 or 3)
M19	Apple Inn Front Lobby	Large Bouquet	Bouquet of various flowers. I'll bring it back for my wife.	NW corner (Mark only) (Set 0 or 2)
J2	Room 30#	New Sneakers	New model of sneakers. Very stylish design.	Left of cracks/hole (Jim only) (Set 3)
J7	Room 202	Puzzle Magazine	Monthly puzzle magazine. I'm lucky! I missed this issue.	Foot of bed (Jim only) (Set 0, 1 or 2)
J10	Room 104	SL Model	Broken model of SL car. From the golden age...	Chair (Jim only) (Set 0 or 2)
J12	Linen Room	Wide Shorts*	Really big shorts. This is the type that Jim likes.	Near dryer in back (Jim only) (Set 0 or 1)
G2	Room 202	Brand Name Watch	Currently popular brand. Nice design but it's kind of light...	Pillow of bed (George only) (Set 1 or 2)
G10	Security Office	Outdoor Shoes*	Nice, stylish hiking shoes. I really wanted a pair like this.	Back side of desk, near bust (George only) (Set 2 or 3)
G15	Room 30#	"Men's Watch"	Watch magazine aimed at men. I buy this every month.	Table with bullets (George only) (Set 0 or 1)
G19	Room 306	New Switchblade Watch	Stylish watch using the most modern technology. Even the British Intelligence doesn't have this.	Bathtub (George only) (Set 0 or 2)
D5	Room 30#	Boots*	Worn down boots. Simple, but nice.	Wall near G. Launcher (David only) (Set 2 or 3)
D14	Room 102	"Survival Wisdom"	Book containing all sorts of survival tips. Should be very useful right now.	Near garbage (David only) (Set 0 or 3)
D16	Power Supply Room	Driver's Set	Very nice design considering the cheap price. I wanted this brand from way back...	SW corner (David only) (Set 0 or 1)
D18	Store Room	Elaborate Measurement Tool	Extremely accurate measuring tool. This would be really handy for my work.	Behind cement bags (David only) (Set 1 or 2)
A1	Room 101	Diet Food	Imported diet food. It says you can lose weight even without exercise...yeah right.	Desk (Alyssa only) (Set 2 or 3)
A2	Room 204	Knock-Type Pen	Pen with grip done in a floral motif. This is for little girls and doesn't suit my style.	Near chair (Alyssa only) (Set 0 or 2)
A8	Power Supply Room	Mini Camera	High quality camera. Palm-sized and easy to carry.	NE corner (Alyssa only) (Set 0 or 1)
A14	Room 306	Dumbbell	5 Kg Dumbbell. It takes effort to keep your body looking good.	SW corner (Alyssa only) (Set 1 or 3)
Y1	Room 101	"Don't get Lost! Little Lamb!"	"Book for indecisive people." I'm afraid to read this.	First corner of bureau (Yoko only) (Set 2)
Y2	Room 103	Green One-Piece Dress*	Light green one-piece dress.	Closet (Yoko only) (Set 0 or 1)
Y8	Room 204	"Knowledge Book"	Unusually large and thick book containing a collection of the world's wisdom.	Luggage (Yoko only) (Set 0 or 3)
Y11	Room 301	"Love Yourself"	Self-help book to teach one how to love oneself and gain confidence.	Wall across from bed (Yoko only) (Set 1, 2 or 3)
C4	Owner's Room	Hand Cream	Great for people with roughened hands from water. It's important to take care of your skin.	Shelves, 2F (Cindy only) (Set 0 or 1)
C7	Apple Inn Front Lobby	Mr. Raccoon doll	Doll of "Mr. Raccoon," the mascot of the Raccoon Zoo.	Coffee table (Cindy only) (Set 2 or 3)
C13	Room 204	Bunny Ears*	Bunny girl ears... They're cute, but not too useful by themselves.	Near luggage (Cindy only) (Set 1 or 2)
C17	Room 301	Bunny High Heels*	Bunny girl high heels... Pointy heels don't wear down, right...	Inside of first bed (Cindy only) (Set 3)

"DECISIONS, DECISIONS" SPECIAL ITEMS

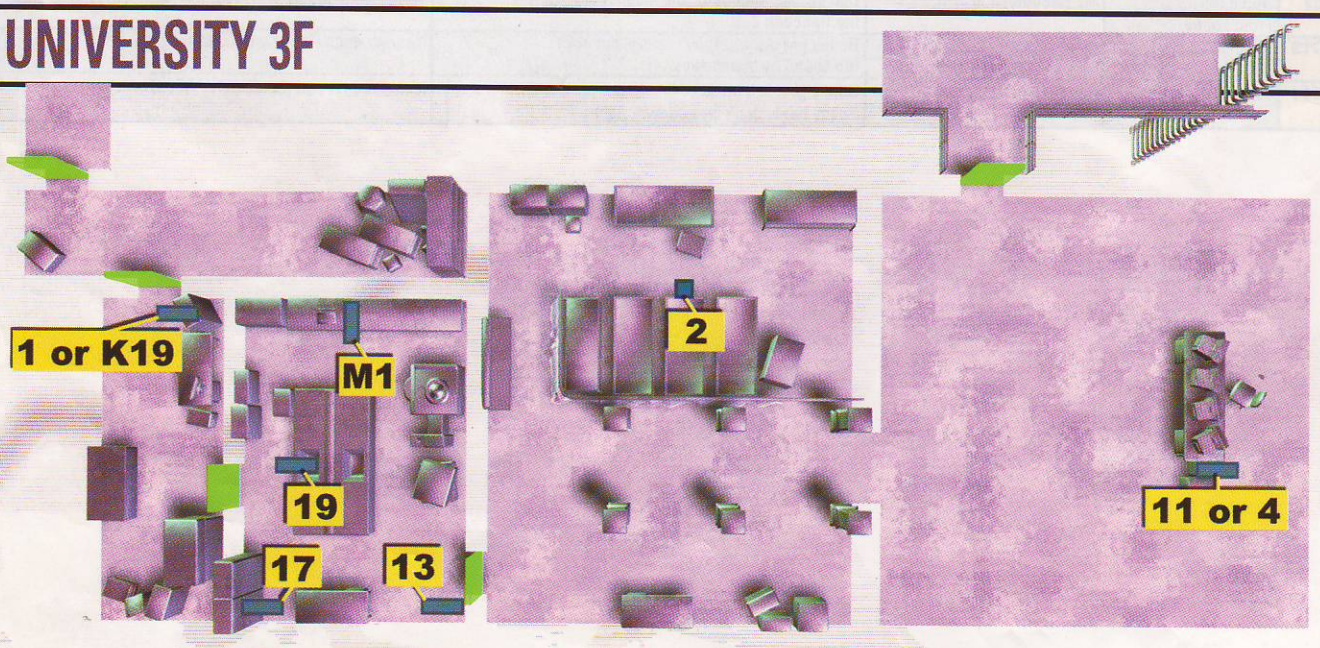
UNIVERSITY 1F



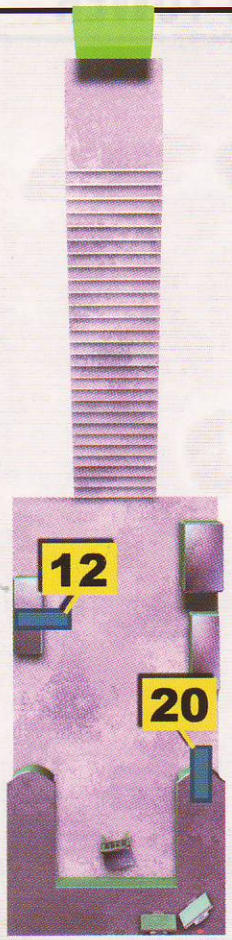
UNIVERSITY 2F



UNIVERSITY 3F



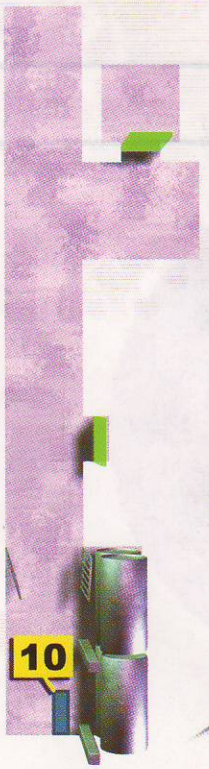
UNIVERSITY B1F



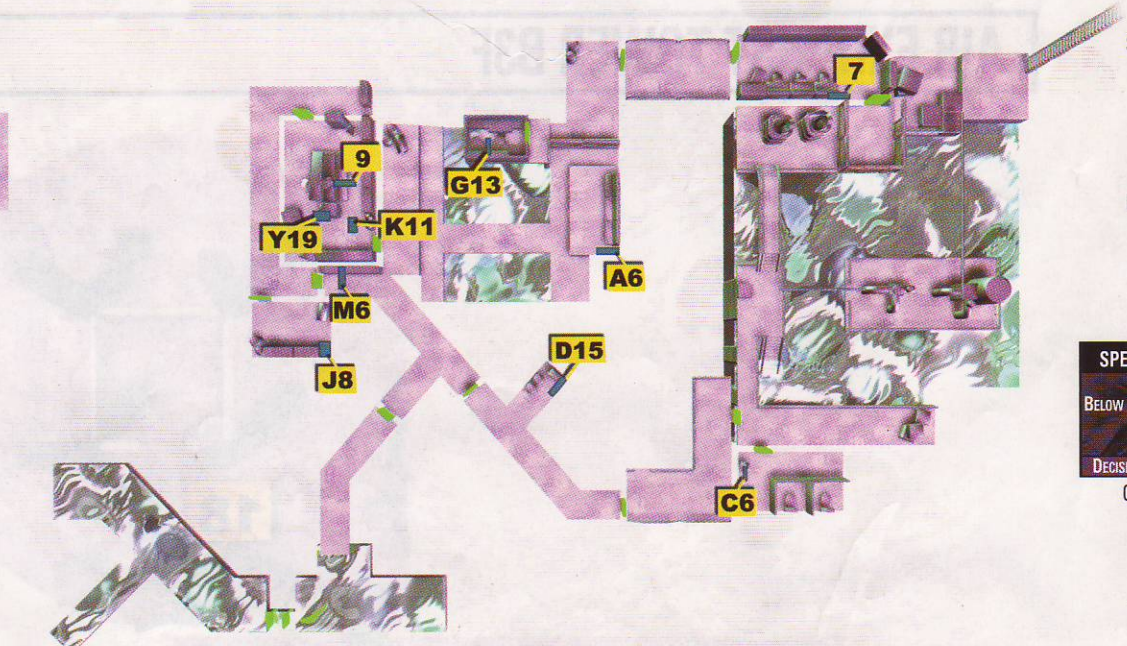
UNIVERSITY B2F



UNIVERSITY B4F

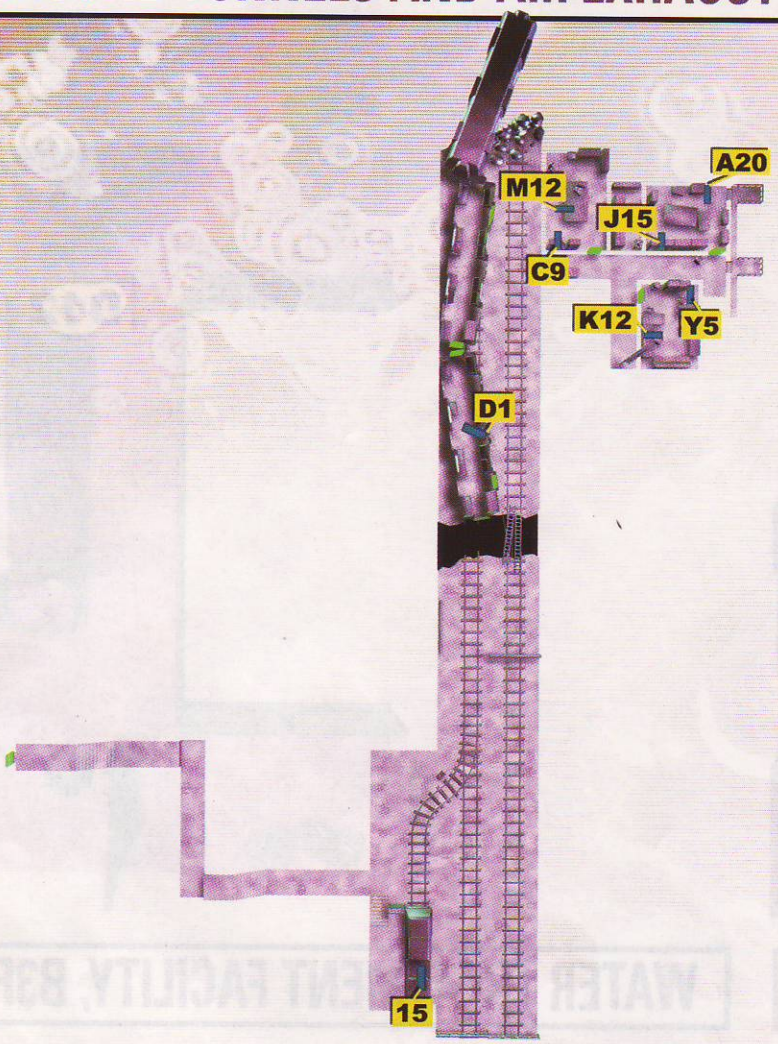


WATER TREATMENT FACILITY, B3F

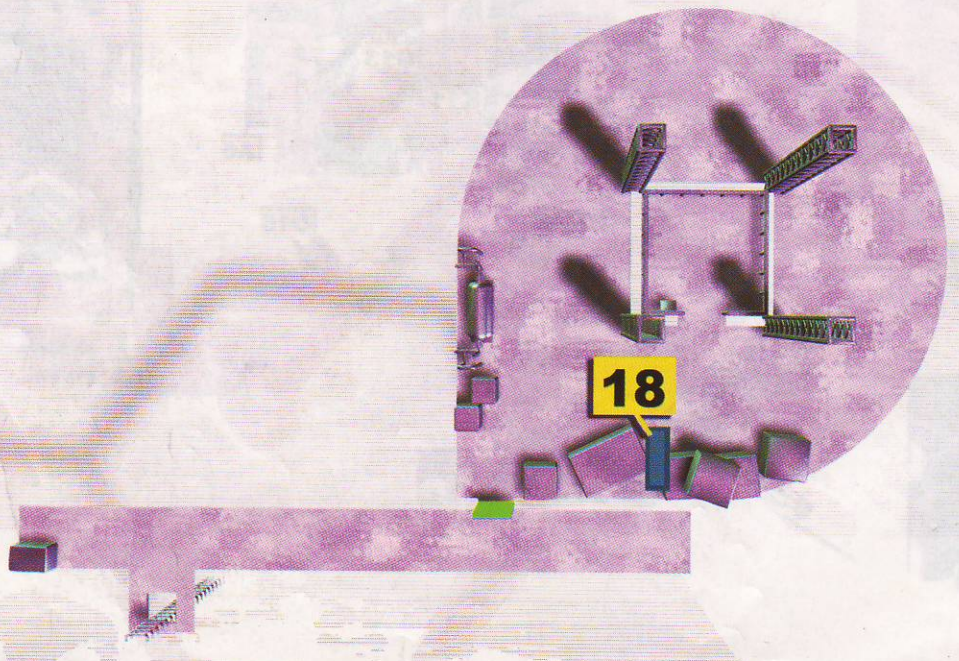


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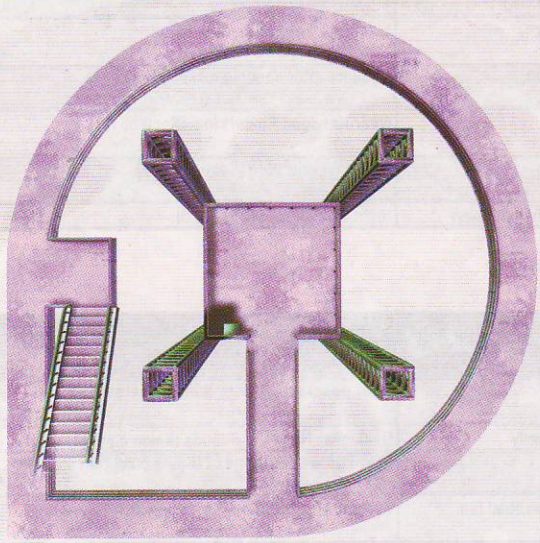
UNDERGROUND TUNNELS AND AIR EXHAUST TOWER



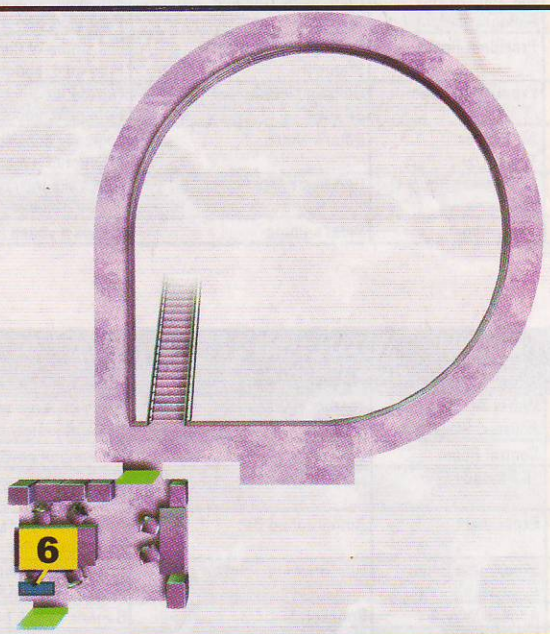
AIR EXHAUST TOWER B3F



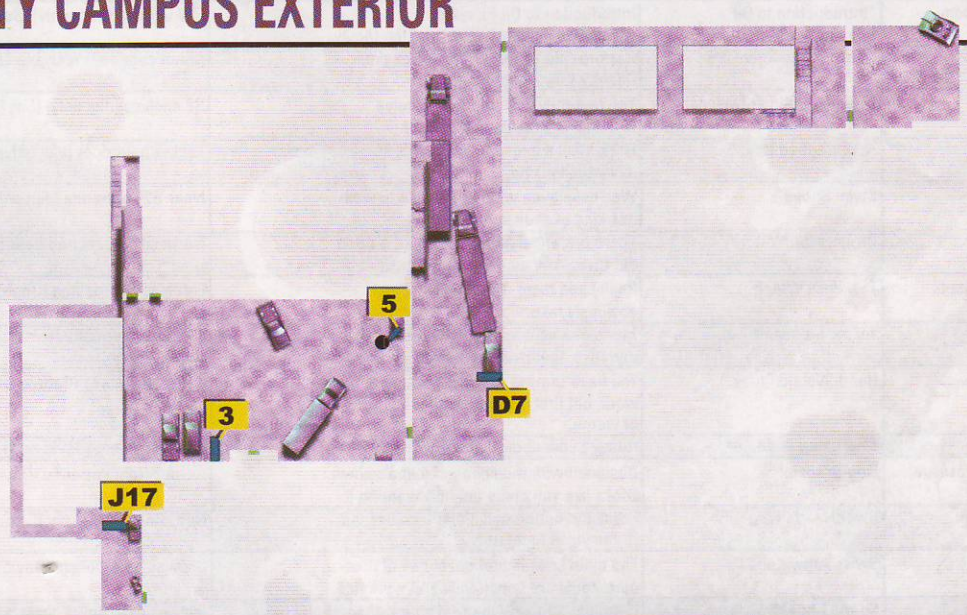
AIR EXHAUST TOWER B1F



AIR EXHAUST TOWER 1F



UNIVERSITY CAMPUS EXTERIOR



"Decisions, Decisions" Scenario Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
1	Experiment	White Umbrella	The "Umbrella" logo is written large on it. Preparation Room	Corner near entrance (Set 0 or 1)
2	Machine Storage Room	UBCS Beret	It's covered in blood. I wonder if its owner is okay...	Foot of dead body (All Set 0~3)
3	Back Square	School Badge	School Badge of Raccoon University. Cheap tin.	Right side of doors (Set 1 or 3)
4	Second Hall	ID Papers	The name says "Greg." It's proof that he's a University student.	Left corner of computer table (Set 2 or 3)
5	Back Square	Invitation	Invitation to the "Pharmaceutical Research Club" Seems like a suspicious group.	Corner of wooden box (Set 0, 1 or 2)
6	Air Exhaust Tower Station	Old, Worn Boots	Boots worn by the exhaust tower manager. The bottoms are almost worn out.	SW corner (Set 0 or 1)
7	Quality Assurance	Strap	Mascot of Raccoon Zoo, "Mr. Raccoon's" Strap. Testing Room	Terminal near entrance (Set 1 or 2)
8	1F Passage A	New Pencil	Pencil used to draw "Mr. Raccoon's" picture.	SE corner bookshelf (Set 0 or 1)
9	Water Works Administration Office	Peter's Thesis	Extremely difficult subject matter.	Back side of desk (All Set 0~3)
10	B4F Corridor	Mr. Raccoon Ring	Ring carved in the likeness of "Mr. Raccoon."	Near dead end (Blue Herbs) (Set 0 or 1)
11	Second Hall	Greg's Fountain Pen	Very expensive pen, but hard to use due to its thickness.	Left corner of computer table (Set 0 or 1)
12	Study Room	Mathematics Trophy	Trophy from a math competition. It says "Winner: Peter" on it.	West bureau (Set 0 or 2)
13	Experiment Room	Formaline Bee	Bumblebee preserved in Formaline.	Right side of SE door (Set 2 or 3)
14	Entrance Hall	Gold Small Principal Statue 1	Full statue of first university president. Pure gold, about the size of my palm.	Desk on landing, First Aid Spray loc. (Set 1 or 3)

"Decisions, Decisions" Scenario Special Items -continued

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
15	Old Subway Rail Siding	Gold Small Principal Statue 2	Full statue of second university president. Pure gold, about the size of my palm.	Flatbed of engine (Set 0-3)
16	President Room	Gold Small Principal Statue 3	Full statue of third university president. Pure gold, about the size of my palm.	Left side of desk (Set 0 or 2)
17	Experiment Room	Gold Small Principal Statue 4	Full statue of fourth university president. Pure gold, about the size of my palm.	Appears after opening locker (Set 0 or 1)
18	Air Exhaust Tower Lower Part	Peter's Notes	Logically consistent notes. Product of a meticulous mind.	Near Handgun Rounds loc. (Set 0 or 1)
19	Experiment Room	Bed Restraints	Looks like they're made for restraining violent patients.	Sink near entrance (Set 0, 2 or 3)
20	Study Room	Peter's Photo	Shows a young Peter and George smiling happily.	Right side desk (Set 0, 1 or 3)

"Decisions, Decisions" Character-Specific Special Items

MAP #	AREA NAME	ITEM NAME	ITEM DESCRIPTION	LOCATION AND SET
K11	Water Works Administration Office	Leather Belt*	Belt with large silver buckle. It is elaborately designed.	Floor near red key door (Kevin only) (Set 2 or 3)
K12	Control Room	Cowboy Hat*	Meaningful cowboy hat. It's kind of smelly...	Desk near Handgun Rounds (Kevin only) (Set 0 or 1)
K17	1F Passage B	Car Navigator	The box hasn't even been opened yet. Made in Japan.	Metal gate near rear exit (Kevin only) (Set 0 or 1)
K19	Experiment	Autographed Bat	Autographed Mascot Bat of a major baseball fan. Preparation Room	Corner near entrance (Kevin only) (Set 2 or 3)
M1	Experiment Room	Hair Growing Solution	Reportedly foolproof drug. ...Well I don't need it anyway.	Near Typewriter (Mark only) (Set 1 or 3)
M6	Access Way A	Sneakers*	Generic brand, but very easy-to-wear sneakers.	Shelves near doorway (Mark only) (Set 2 or 3)
M12	Underground Management Office	"Introduction to Photography"	Introduction to photography. ...Maybe I'll take some pictures of the family.	West side of desk (Mark only) (Set 0 or 2)
M13	Art Safe Room	"Introduction to Oil Painting"	Introduction to Oil Painting. ...Maybe I'll paint a picture of the family.	SW corner (Mark only) (Set 0 or 1)
J3	1F Passage B	Hard-to-Find Sneakers	Hard-to-find, mature-looking sneakers I don't really like them, but...	Metal gate near rear exit (Jim only) (Set 2 or 3)
J8	Shed	Legendary Ring of Wisdom	The ring they say no one can solve. Is it time to take the challenge?	SE shelves (Jim only) (Set 1 or 2)
J15	Store Room	Autographed Ball*	Basketball signed by my favorite basketball player.	Locker near door (Jim only) (Set 2 or 3)
J17	Pier	Swim Shoes	Won't slip even when wet. I like to wear this kind of shoe sometimes.	Near B2F entrance (Jim only) (Set 0 or 1)
G3	Student Affairs Office	Ornamental Watch	There are angel motifs inscribed around the face. Very nice workmanship.	North side of second desk (George only) (Set 3)
G7	President Room	Tasteless Watch	Really bad taste. The gems in it are obviously fake.	Left side of fireplace (George only) (Set 0 or 2)
G13	Water Tank	Yellow Raincoat*	Made of a light material. Reasonably effective against a slight rain.	Observation booth desk (George only) (Set 0 or 1)
G16	Art Safe Room	Hand-Wound Clock	You have to wind the dragon head to make it work, but that is the appeal of this kind of watch.	Clock showcase (George only) (Set 1, 2 or 3)
D1	South Car	Masculine Pendant*	Heavy pendant made for men.	Right side seat (David only) (Set 2 or 3)
D7	Unloading Passage	Lion Bracelet	Designed with the image of a lion's claw. Looks like you could get hurt wearing it.	Across from entrance (David only) (Set 0 or 1)
D12	B2F Passage Elevator	Switchblade Ring	Press the button and a blade comes out. ...Too small to be useful.	Near Pesticide Spray (David only) (Set 1 or 2)
D15	Access Way B	Swiss Army Knife	The main knife is broken, but all of the other tools are very handy and work fine.	Shelves near bullets (David only) (Set 0 or 3)
A6	Water Tank	Sports Shoes*	Light, but strong with great shock absorption. These shoes were made for sports.	Right side of control console (Alyssa only) (Set 0 or 1)
A9	Entrance Hall	Red Dress*	Classic sexy red dress. I wouldn't throw it away.	East desk on lower level (Alyssa only) (Set 0 or 3)
A13	President Room	Necklace	Sparkly diamond necklace.	Left side of coffee table (Alyssa only) (Set 0 or 2)
A20	Store Room	Vitamin Drink	Supplemental vitamin drink to replenish lost nutrients.	Near East crawlspace entrance (Alyssa only) (Set 1, 2 or 3)
Y5	Control Room	Gym Shorts*	Gym shorts from my parents home country of Japan. Must be cold in Winter...	NE corner (Yoko only) (Set 3)
Y9	General Manager Room	Prescription Glasses	Strong enough to make me dizzy. ...I could never wear these...	Near file on desk (Yoko only) (Set 1 or 2)
Y14	Drawing Room	"Easy Programming"	It says how to write a smart program. I could learn something from this...	Desk near door (Yoko only) (Set 0 or 1)
Y19	Water Works Administration Office	High-Performance HDD	Machine for recording data. What's a brand new one doing here?	P-Base machine (Yoko only) (Set 0, 2 or 3)
C5	Student Affairs Office	Coffee Maker	Coffee Maker.	South side of first desk (Cindy only) (Set 0 or 1)
C6	Restroom	Attractive Brooch	Simple design that I like. I wanted a new one.	Sink (Cindy only) (Set 0 or 3)
C9	Underground Management Office	White Underpants*	Clean, white underpants. I think I would look good in them.	Near locker (Cindy only) (Set 2 or 3)
C14	Drawing Room	Bunny Outfit*	A bunny girl outfit... I couldn't wear this at the store.	North corner (Cindy only) (Set 1 or 2)

COLLECTION

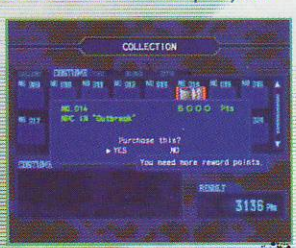


The addictive part of *Resident Evil Outbreak* lies in unlocking 170 bonus features in the Collection screen of the title menu. Collection items become unlocked after you complete scenarios successfully without dying. After playing a scenario, brief messages flash onscreen when you have unlocked new items in the Collection screen.

PURCHASING COLLECTION ITEMS

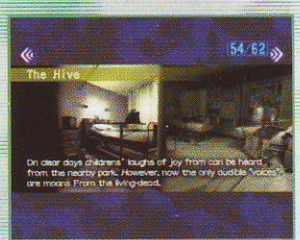
Once a Collection item is unlocked, you must have the result points required in order to "purchase" the item. As explained in the Game Basics chapter, result points are acquired by completing as many objectives as possible without partners dying, while finishing the scenario in the shortest possible time. Purchasing everything on the Collection screen requires more than 500,000 result points. Accumulating this many points will require several replays. In order to avoid spending the rest of your life replaying the scenarios over and over, you must maximize the number of points acquired each time you play. Follow the tips to gaining the most points per play (top of next column, in blue). The tips are listed in priority from greatest priority to least:

1. *Play online rather than alone, and refine your teamwork skills so that everyone who plays alongside you survives every mission.*
2. *Refine your skills until you can achieve the NO DAMAGE and NO WEAPONS bonuses each time you play. Acquiring one or both bonuses will double or triple your result points, respectively.*
3. *Focus on your time ranking rather than on scenario achievement. Complete the scenario in the shortest possible time.*
4. *Play at higher difficulty levels.*



PORTRAITS, ARTWORK AND STILLS

Sixty-two items in the "GALLERY" category can be unlocked by completing the various scenarios under certain criteria, and by locating all of the hidden Special Items within each stage. Images to unlock include computer-generated artwork of the characters as they appear in the game, early concept drawings of the characters rendered prior to production, CG and illustrations of various monsters encountered in the game, and screenshots or concept art of certain locations.



GALLERY

NO.	ITEM	AVAILABILITY CONDITION	POINT COST
001	Kevin CG	AVAILABLE BY DEFAULT	500
002	Kevin Illust.	Complete any 3 scenarios as Kevin.	500
003	Kevin CG	Collect all Kevin's Character-Specific Special Items.	1000
004	Mark CG	AVAILABLE BY DEFAULT	500
005	Mark Illust.	Complete any 3 scenarios as Mark.	500
006	Mark CG	Collect all Mark's Character-Specific Special Items.	1000
007	Jim CG	AVAILABLE BY DEFAULT	500
008	Jim Illust.	Complete any 3 scenarios as Jim.	500
009	Jim CG	Collect all Jim's Character-Specific Special Items.	1000
010	George CG	AVAILABLE BY DEFAULT	500
011	George Illust.	Complete any 3 scenarios as George.	500
012	George CG	Collect all George's Personal Character-Specific Items.	1000
013	David CG	AVAILABLE BY DEFAULT	500
014	David Illust.	Complete any 3 scenarios as David.	500
015	David CG	Collect all David's Character-Specific Special Items.	1000
016	Alyssa CG	AVAILABLE BY DEFAULT	500
017	Alyssa Illust.	Complete any 3 scenarios as Alyssa.	500
018	Alyssa CG	Collect all Alyssa's Character-Specific Special Items.	1000
019	Yoko CG	AVAILABLE BY DEFAULT	500
020	Yoko Illust.	Complete any 3 scenarios as Yoko.	500
021	Yoko CG	Collect all Yoko's Character-Specific Special Items.	1000
022	Cindy CG	AVAILABLE BY DEFAULT	500
023	Cindy Illust.	Complete any 3 scenarios as Cindy.	500
024	Cindy CG	Collect all Cindy's Character-Specific Special Items.	1000
025	Character CG - Cast	Complete all five scenarios.	1000
026	Character Early Design Picture - Cast	Complete all scenarios as all characters.	2000
027	Character Early Design Picture - Cast	Complete all scenarios as all characters.	2000
028	Creature CG – Zombie	Complete all five scenarios.	500
029	Creature CG – Hunter	Complete all five scenarios.	500
030	Creature CG – G-Mutant	Complete all five scenarios.	500
031	Creature CG – Leech Man	Complete all five scenarios.	500
032	Creature CG – Giant Leech	Complete all five scenarios.	500
033	Creature CG – Zombie Dog	Complete all five scenarios.	500
034	Creature CG – Licker	Complete all five scenarios.	500
035	Creature CG –Zombie Dog	Complete all five scenarios.	500
036	Creature CG – Hunter-γ	Complete all five scenarios.	500
037	Creature CG – Tyrant	Complete all five scenarios.	500
038	Creature Early Design Picture	Complete all five scenarios in Hard Mode.	2000
039	Creature Early Design Picture	Complete all five scenarios in Hard Mode.	2000
040	Creature Early Design Picture	Complete all five scenarios in Hard Mode.	2000
041	Creature Early Design Picture	Complete all five scenarios in Hard Mode.	2000
042	Creature Early Design Picture	Complete all five scenarios in Hard Mode.	2000
043	Outbreak Setting	Complete Outbreak as any character.	1500
044	Outbreak Setting	Complete Outbreak as any character.	1500
045	Outbreak Setting	Find all Scenario-Specific Special Items in Outbreak.	1500
046	Outbreak Setting	Find all Scenario-Specific Special Items in Outbreak.	1500
047	Below Freezing Point Setting	Complete Below Freezing Point as any character.	1500
048	Below Freezing Point Setting	Complete Below Freezing Point as any character.	1500
049	Below Freezing Point Setting	Find all Scenario-Specific Special Items in Below Freezing Point.	1500
050	Below Freezing Point Setting	Find all Scenario-Specific Special Items in Below Freezing Point.	1500
051	The Hive Setting	Complete The Hive as any character.	1500
052	The Hive Setting	Complete The Hive as any character.	1500
053	The Hive Setting	Find all Scenario-Specific Special Items in The Hive.	1500
054	The Hive Setting	Find all Scenario-Specific Special Items in The Hive.	1500
055	Hellfire Setting	Complete Hellfire as any character.	1500
056	Hellfire Setting	Complete Hellfire as any character.	1500
057	Hellfire	Find all Scenario-Specific Special Items in Hellfire.	1500
058	Hellfire	Find all Scenario-Specific Special Items in Hellfire.	1500
059	Decisions, Decisions Setting	Complete Decisions, Decisions as any character.	1500
060	Decisions, Decisions Setting	Complete Decisions, Decisions as any character.	1500
061	Decisions, Decisions Setting	Find all Scenario-Specific Special Items in Decisions, Decisions.	1500
062	Decisions, Decisions Setting	Find all Scenario-Specific Special Items in Decisions, Decisions.	1500

EXTRA CHARACTERS AND COSTUMES

Completing scenarios may unlock extra characters for use in the game. The conditions to unlock these bonus characters often involve clearing a scenario as a certain character or in a specific difficulty mode. Characters and costumes unlocked in Single Play mode can be used in Network Play, and vice-versa.



Alternate costumes for each of the main characters can be unlocked by finding Character-Specific Special Items. Refer to the Special Items chapter for lists of Character-Specific Special Items to collect in order to unlock extra costumes. The Special Items that enable new costumes are marked with an asterisk in that chapter.

COSTUME

NO.	ITEM	AVAILABILITY CONDITION	PT. COST
001	Kevin dress change (Lucky Cowboy)	Procure all "Costume" Special Items for Kevin.	10000
002	Mark dress change (Sandals Father)	Procure all "Costume" Special Items for Mark.	10000
003	Jim dress change (Basketball Star)	Procure all "Costume" Special Items for Jim.	10000
004	George dress change (True Tenderness)	Procure all "Costume" Special Items for George.	10000
005	David dress change (Urban Zironi)	Procure all "Costume" Special Items for David.	10000
006	Alyssa dress change 1 (Smart Rider)	Procure all "Costume" Special Items for Alyssa:B.	10000
007	Yoko dress change 1 (Spring Flower)	Procure all "Costume" Special Items for Yoko:B.	10000
008	Cindy dress change 1 (Relaxing Holiday)	Procure all "Costume" Special Items for Cindy:B.	10000
009	Alyssa dress change 2 (Midnight Call)	Procure all "Costume" Special Items for Alyssa:C.	30000
010	Yoko dress change 2 (Memory Archives)	Procure all "Costume" Special Items for Yoko:C.	30000
011	Cindy dress change 2 (Funny & Bunny)	Procure all "Costume" Special Items for Cindy:C.	30000
012	Outbreak NPC: Bob	Complete Outbreak as Mark.	4000
013	Outbreak NPC: Will	Complete Outbreak in Very Hard Mode.	3000
014	Outbreak NPC: Police Officers (Raymond, Aaron, Arthur, Dorian)	Complete Outbreak as any character.	5000
015	Outbreak NPC: Police Officers (Eric, Harry, Elliott)	Complete Outbreak on Hard Mode.	5000
016	Outbreak NPC: Yoko:D	Complete Outbreak as Yoko.	8000
017	Below Freezing Point NPC: Monica	Complete Below Freezing Point as Yoko.	5000
018	Below Freezing Point NPC: Scholars (Scholar 1, Scholar 2)	Complete Below Freezing Point on Very Hard Mode.	3000
019	The Hive NPC: Hursh	Complete The Hive on Very Hard Mode.	4000
020	The Hive NPC: Doctors (1, 2, 3)	Complete The Hive as any character.	6000
021	The Hive NPC: Nurses (1, 2)	Complete The Hive on Hard Mode.	5000
022	Hellfire NPC: Danny, Danny:B	Complete Hellfire and collect Ren's ID Tag.	5000
023	Hellfire NPC: Gill, Gill:B	Complete Hellfire and collect Charlie's ID Tag.	5000
024	Hellfire NPC: Fireman	Complete Hellfire as any character.	3500
025	Decisions, Decisions NPC: Peter	Complete Decisions, Decisions on Hard Mode.	3000
026	Decisions, Decisions NPC: Greg	Complete Decisions, Decisions on Very Hard Mode.	10000
027	Decisions, Decisions NPC: Frank	Complete Decisions, Decisions as George.	3000
028	Decisions, Decisions NPC: UBCS (1, 2)	Complete Decisions, Decisions as any character.	8000
029	U.S.S. Special Forces Member	Complete all scenarios with all characters.	5000
030	People of Raccoon City (Men 1 - 5)	Complete all scenarios.	10000
031	Mr. Color (Mr. Gold, Mr. Red, Mr. Blue, Mr. Black, Mr. Green)	Collect all Special Items.	100,000

TRAITS AND CHARACTERISTICS OF EXTRA CHARACTERS

The extra characters unlocked have their own physical strengths and limitations, much like the regular playable characters. Each extra character has a "type," which makes them function and attack very much like one of the eight main characters. Thus, each extra character is a "Mark type," "Cindy type," and so on. During scenario play, the extra character uses the voice and talents of one of the eight main heroes. There cannot be more than one of the same character type playing in an online game, so it's important to Network Play mode. When the extra character is played in Single Play mode, the AIPC partners will be the ones that normally accompany the main character who defines the type.





Each extra character begins with a supply item in his or her inventory. Some extra characters begin the scenario in bad shape, starting off dangerously low on strength points. Some extra characters will succumb to the T-Virus more quickly than usual. Use the following table to determine an extra character's benefits and handicaps before choosing him or her to play a scenario.

CHART KEY

Title	Name of extra character.
Type	The playable character type of the extra character. K = Kevin, M = Mark, J = Jim, G = George, D = David, A = Alyssa, Y = Yoko, C = Cindy
STR	The maximum physical strength points of the extra character. MAX = 3000 strength points. SUPER L = More than 3000 strength points, SUPER MAX means higher than SUPER L.
COND.	The status condition of the extra character at the beginning of the scenario. Characters in Danger status can only take one or two hits before dying.
VIRUS	The speed of the virus gauge, relative to the time it takes to go from 0.01% to 100.0% without suffering damage from enemies.
ITEM	The extra character begins any scenario with this item already in his or her possession.
SPEED	The portable speed of the character, including running speed and speed of raising/lowering weapon.
ATK	The damage multiplier used to determine the damage inflicted to enemies from any attack by the extra character.

EXTRA CHARACTER ABILITY CHART

TITLE	TYPE	STR	COND.	VIRUS	ITEM	SPEED	ATK
U.S.S.1	K	L	FINE	QUICK	First Aid Spray	NORM	1.1
HURSH	G	N	DANGER	QUICK	Analstatic	NORM	0.9
PETER	J	N	FINE	VERY SLOW	Anti-Virus Pill (S)	SLOW	1.18
BOB	M	MAX	DANGER	QUICK	Handgun Bullets(10)	SLOW	0.98
WILL	J	S	FINE	QUICK	Recovery Medicine(S)	QUICK	0.97
GREG	G	SUPERMAX	FINE	SLOW	Anti-Virus Pill(L)	NORM	0.85
SCHOLAR1	G	L	FINE	SLOW	Blue Herb	VERY SLOW	0.96
SCHOLAR2	G	N	FINE	NORMAL	Mixed Herb(G+R)	NORM	1
MONICA	A	S	FINE	SLOW	Mixed Herb(G+R+B)	NORM	0.98
DANNY	K	L	FINE	VERY SLOW	Iron Pipe	SLOW	1.12
DANNY:B	K	MAX	FINE	NORMAL	First Aid Spray	VERY SLOW	1.16
GILL	M	S	FINE	VERY QUICK	Mixed Herb (G+B)	NORM	0.96
GILL:B	M	N	FINE	QUICK	Mixed Herb(G+R)	QUICK	0.97
YOKO:D	Y	L	FINE	SUPER QUICK	Anti-Virus Pill(L)	SLOW	0.94
RAYMOND	K	N	FINE	NORMAL	Handgun Bullets(30)	NORM	1.02
ARTHUR	G	S	FINE	SLOW	Green Herb	QUICK	1
AARON	M	MAX	FINE	NORMAL	Handgun Bullets(15)	SLOW	1.21
DORIAN	G	N	FINE	SLOW	Red Herb	NORM	1.05
ELLIOTT	M	L	FINE	NORMAL	Iron Pipe	SLOW	1.19
ERIC	D	S	FINE	SLOW	Handgun Bullets(20)	NORM	1.15
HARRY	G	S	FINE	NORMAL	Mixed Herb(G+B)	VERY SLOW	0.84
UBCS1	K	MAX	FINE	SLOW	First Aid Spray	NORM	1.18
UBCS2	K	L	FINE	NORMAL	Handgun Bullets(15)	SLOW	1.21
FIREMAN	G	L	FINE	VERY SLOW	Recovery Medicine(L	SLOW	1.11
MAN1	G	N	FINE	SLOW	Mixed Herb(G+R)	QUICK	0.96
MAN2	G	MAX	FINE	QUICK	Iron Pipe	VERY SLOW	1.12
MAN3	D	L	FINE	NORMAL	Recovery Medicine(S)	NORM	0.97
MAN4	M	N	FINE	SLOW	Handgun Bullets(10)	NORM	0.87
MAN5	K	S	FINE	NORMAL	Red Herb	NORM	0.94
DOCTOR1	G	S	FINE	SLOW	First Aid Spray	SLOW	0.88
DOCTOR2	G	N	FINE	QUICK	Anti-Poison Pill	NORM	1
DOCTOR3	G	L	FINE	VERY SLOW	Analstatic	QUICK	1.13
NURSE1	C	S	FINE	SLOW	Mixed Herb(G+R+B)	NORM	0.97
NURSE2	A	L	FINE	SUPER QUICK	Recovery Medicine(S)	NORM	0.84
FRANK	G	L	DANGER	QUICK	Anti-Virus Pill(L)	QUICK	0.91
Mr.RED	K	SUPER L	DANGER	SUPER QUICK	None	NORM	1.5
Mr.BLUE	J	SUPER L	FINE	SUPER SLOW	None	SUPER SLOW	0.8
Mr.GREEN	G	SUPERMAX	FINE	SUPER QUICK	None	QUICK	1
Mr.GOLD	M	SUPERMAX	FINE	SUPER SLOW	None	QUICK	1.5
Mr.BLACK	D	SUPERMAX	DANGER	SUPER SLOW	None	SUPER SLOW	1.32

CINEMATIC MOMENTS AND ENDINGS

Some of the movies displayed during scenario play become available to purchase and review in the Collection screen. The criteria are usually the completion of the scenario as a certain character.



MOVIE

NO.	COLLECTION ITEM	AVAILABILITY CONDITION	PT. COST
001	"Outbreak" Opening Movie	AVAILABLE BY DEFAULT	500
002	Kevin's "Outbreak" Ending Movie	Complete Outbreak as Kevin.	500
003	Mark's "Outbreak" Ending Movie	Complete Outbreak as Mark.	500
004	Jim's "Outbreak" Ending Movie	Complete Outbreak as Jim.	500
005	George's "Outbreak" Ending Movie	Complete Outbreak as George.	500
006	David's "Outbreak" Ending Movie	Complete Outbreak as David.	500
007	Alyssa's "Outbreak" Ending Movie	Complete Outbreak as Alyssa.	500
008	Yoko's "Outbreak" Ending Movie	Complete Outbreak as Yoko.	500
009	Cindy's "Outbreak" Ending Movie	Complete Outbreak as Cindy.	500
010	"Outbreak" Scene 01 Movie	Complete Outbreak.	500
011	"Outbreak" Scene 02 Movie	Complete Outbreak.	500
012	"Below Freezing Point" Opening Movie	Complete Below Freezing Point.	500
013	"Below Freezing Point" Scene 01 Movie	Complete Below Freezing Point.	500
014	"Below Freezing Point" Scene 02 Movie	Complete Below Freezing Point.	500
015	"Below Freezing Point" Scene 03 Movie	Complete Below Freezing Point.	500
016	"Below Freezing Point" Scene 04 Movie	Complete Below Freezing Point.	500
017	Kevin's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Kevin.	500
018	Mark's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Mark.	500
019	Jim's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Jim.	500
020	George's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as George.	500
021	David's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as David.	500
022	Alyssa's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Alyssa.	500
023	Yoko's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Yoko.	500
024	Cindy's "Below Freezing Point" Ending Movie	Complete Below Freezing Point as Cindy.	500
025	"The Hive" Opening Movie	Complete The Hive.	500
026	"The Hive" Scene 01 Movie	Complete The Hive	500
027	"The Hive" Scene 02 Movie	Complete The Hive.	500
028	"The Hive" Scene 03 Movie	Complete The Hive.	500
029	Kevin's "The Hive" Ending Movie	Complete The Hive as Kevin.	500
030	Mark's "The Hive" Ending Movie	Complete The Hive as Mark.	500
031	Jim's "The Hive" Ending Movie	Complete The Hive as Jim.	500
032	George's "The Hive" Ending Movie	Complete The Hive as George.	500
033	David's "The Hive" Ending Movie	Complete The Hive as David.	500
034	Alyssa's "The Hive" Ending Movie	Complete The Hive as Alyssa.	500
035	Yoko's "The Hive" Ending Movie	Complete The Hive as Yoko.	500
036	Cindy's "The Hive" Ending Movie	Complete The Hive as Cindy.	500
037	"Hellfire" Scene 01	Complete Hellfire.	500
038	"Hellfire" Scene 01 Movie	Complete Hellfire.	500
039	"Hellfire" Scene 02 Movie	Complete Hellfire.	500
040	Kevin's "Hellfire" Ending Movie	Complete Hellfire as Kevin.	500
041	Mark's "Hellfire" Ending Movie	Complete Hellfire as Mark.	500
042	Jim's "Hellfire" Ending Movie	Complete Hellfire as Jim.	500
043	George's "Hellfire" Ending Movie	Complete Hellfire as George.	500
044	David's "Hellfire" Ending Movie	Complete Hellfire as David.	500
045	Alyssa's "Hellfire" Ending Movie	Complete Hellfire as Alyssa.	500
046	Yoko's "Hellfire" Ending Movie	Complete Hellfire as Yoko.	500
047	Cindy's "Hellfire" Ending Movie	Complete Hellfire as Cindy.	500
048	"Decisions, Decisions" Scene 01 Movie	Complete Decisions, Decisions.	500
049	"Decisions, Decisions" Scene 02 Movie	Complete Decisions, Decisions.	500
050	"Decisions, Decisions" Scene 03 Movie	Complete Decisions, Decisions as any character and use Daylight to defeat Tyrant-R.	500
051	Kevin's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Kevin, use the Daylight on yourself and have another Daylight in your inventory.	500
052	Mark's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Mark, use the Daylight on yourself and have another Daylight in your inventory.	500
053	Jim's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Jim, use the Daylight on yourself and have another Daylight in your inventory.	500
054	George's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as George, use the Daylight on yourself and have another Daylight in your inventory.	500
055	David's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as David, use the Daylight on yourself and have another Daylight in your inventory.	500
056	Alyssa's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Alyssa, use the Daylight on yourself and have another Daylight in your inventory.	500
057	Yoko's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Yoko, use the Daylight on yourself and have another Daylight in your inventory.	500
058	Cindy's "Decisions, Decisions" Ending Movie	Complete Decisions, Decisions as Cindy, use the Daylight on yourself and have another Daylight in your inventory.	500
059	Epilogue Movie	Complete Decisions, Decisions.	500

SPOOKY MUSIC AND ODD NOISES

Some of the movies displayed during scenario play become available to purchase and review in the Collection screen. The criteria are usually the completion of the scenario as a certain character.



SOUND

NO.	COLLECTION ITEM	AVAILABILITY CONDITION	POINT COST
001	"Outbreak" BGM	Complete Outbreak.	1000
002	"Below Freezing Point" BGM	Complete Below Freezing Point.	1000
003	"The Hive" BGM	Complete The Hive.	1000
004	"Hellfire" BGM	Complete Hellfire.	1000
005	"Decisions, Decisions" BGM	Complete Decisions, Decisions.	1000
006	Battle BGM	Complete all five scenarios.	2000
007	ETC BGM	Clear any scenario with 3000 or more result points.	2000
008	Kevin VOICE	Find all of Kevin's Special Items.	2000
009	Mark VOICE	Find all of Mark's Special Items.	2000
010	Jim VOICE	Find all of Jim's Special Items.	2000
011	George VOICE	Find all of George's Special Items.	2000
012	David VOICE	Find all of David's Special Items.	2000
013	Alyssa VOICE	Find all of Alyssa's Special Items.	2000
014	Yoko VOICE	Find all of Yoko's Special Items.	2000
015	Cindy VOICE	Find all of Cindy's Special Items.	2000
016	ETC VOICE	Clear any scenario with 3000 or more result points.	2000

BONUS MODES AND DIFFICULTY SETTINGS

Some of the movies displayed during scenario play become available to purchase and review in the Collection screen. The criteria are usually the completion of the scenario as a certain character.

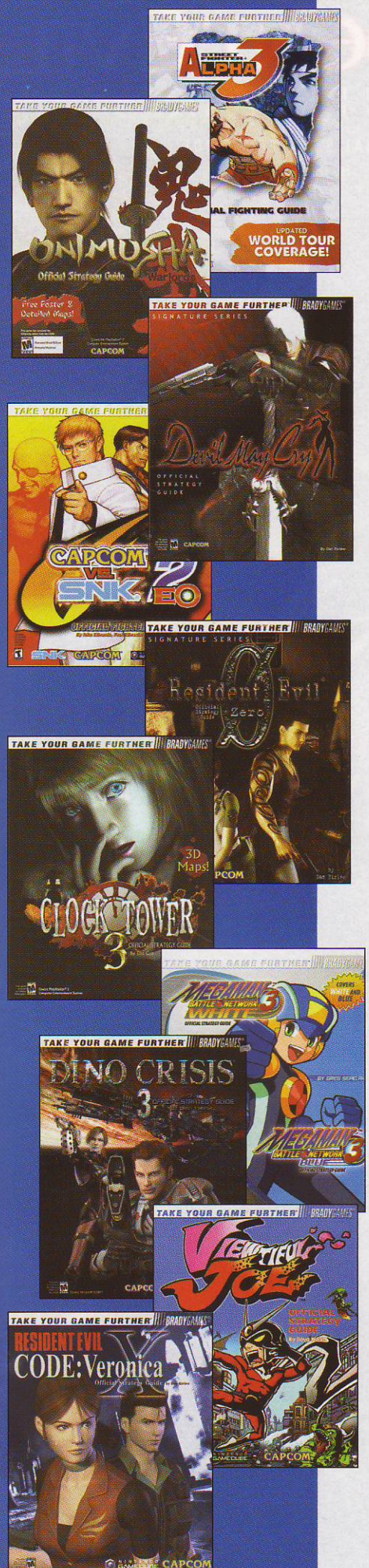


EXTRA

NO.	COLLECTION ITEM	AVAILABILITY CONDITION	POINT COST
001	HARD Mode	Complete All 5 Scenarios in Easy or Normal modes.	2000
002	VERY HARD Mode	Complete all 5 scenarios in Hard Mode.	3000
003	NO PARTNER Mode	Complete all 5 scenarios in Hard Mode.	10000
004	INFINITY Mode	All scenario event lists reach 100%.	50,000



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BRADYGAMES®

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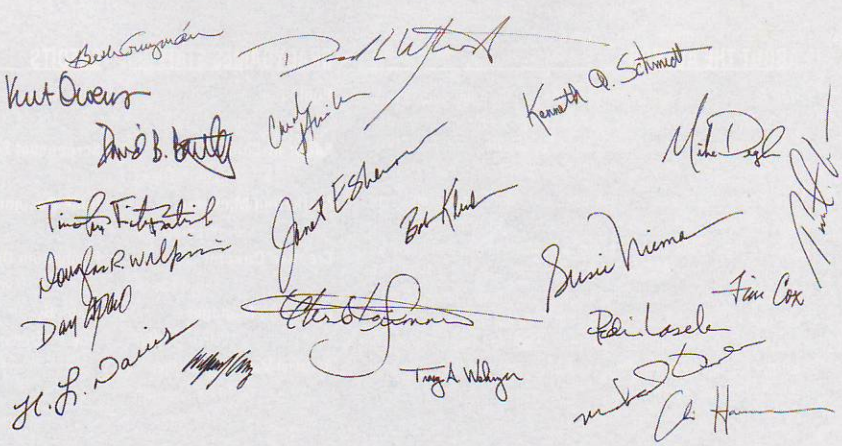
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RESIDENT EVIL® OUTBREAK

OFFICIAL STRATEGY GUIDE

By Dan Birlew

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BradyGAMES would like to extend very special thanks to everyone at Capcom for producing yet another excellent Resident Evil game, and for lending their generous support throughout the creation of this guide. Thank you!

ABOUT THE AUTHOR

Dan Birlew is the author of more than 30 strategy guides published by BradyGames. His work includes coverage of the following recent Capcom titles: *Chaos Legion*, *Resident Evil CODE: Veronica X*, *Devil May Cry 2*, and *Onimusha 2: Samurai's Destiny*.

The author wishes to acknowledge the contributions and support of the following people, without which this book would have proven impossible: David, Leigh and Mike at BradyGames for assigning me this project and supporting me in the field; Tim Fitzpatrick for his help and support on all my ideas; Sandy LeBrec, Phil Navidad and all staff at Capcom for their excellent hospitality and assistance with this guide; and Laura Coronado Birlew for her never-ending assistance and for photographing the PlayStation 2 controller.

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All of the main characters in *Resident Evil Outbreak* have alternate outfits. Male characters have one alternate costume, while female characters have two. You can unlock these additional costumes by finding specific Special Items hidden in all the scenarios. These Special Items are character-specific. This means they can be found only when playing as certain characters. Refer to the Special Items chapter of this guide for more information on finding these hidden items, including maps that pinpoint their locations.

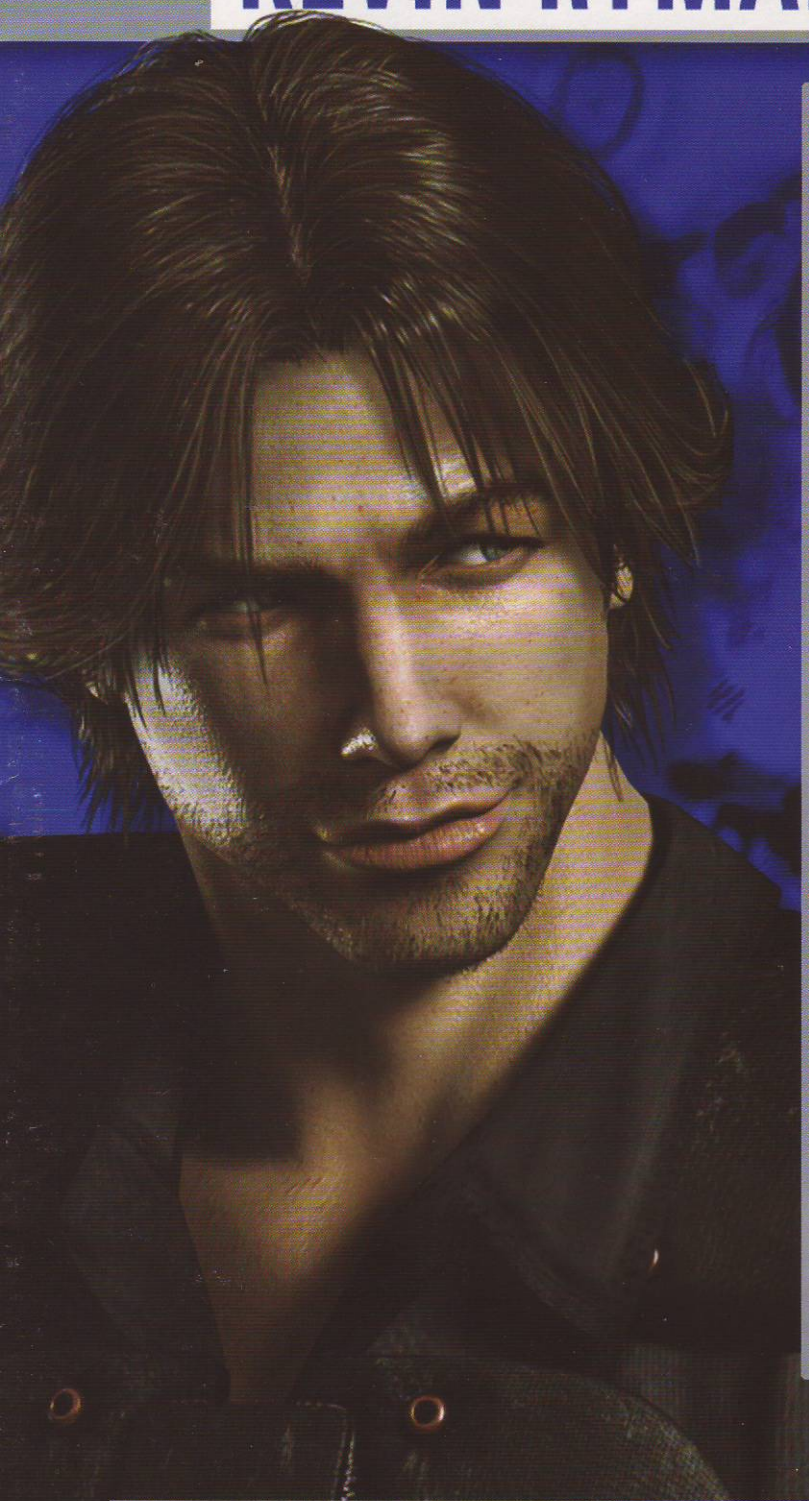


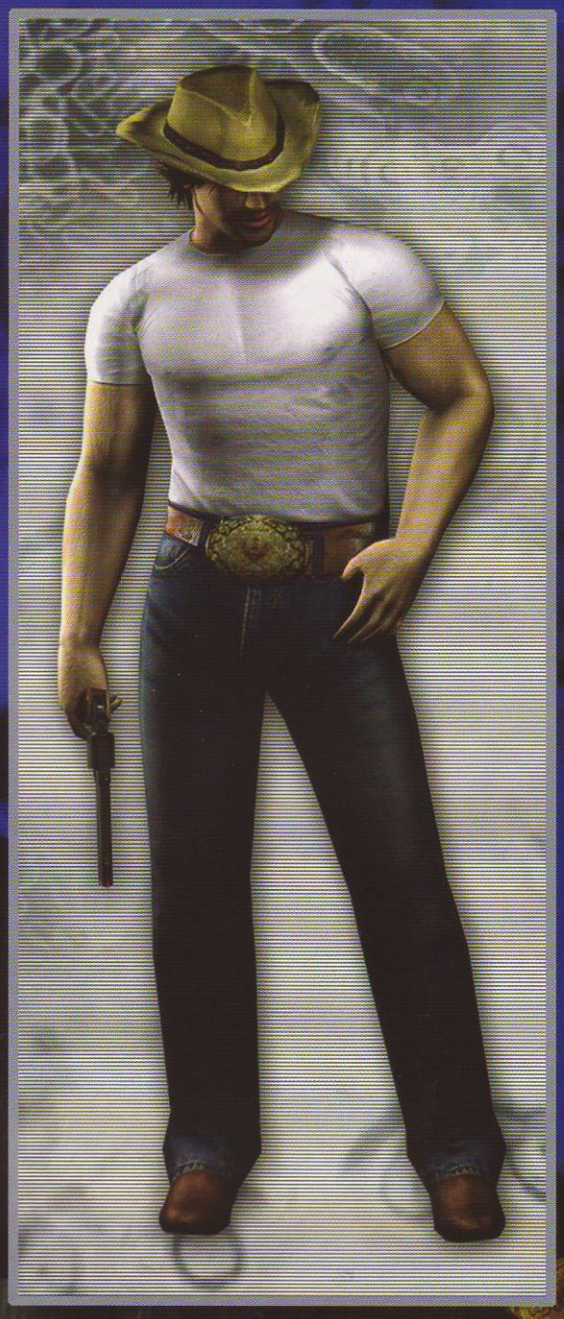
ALTERNATE COSTUMES

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KEVIN RYMAN





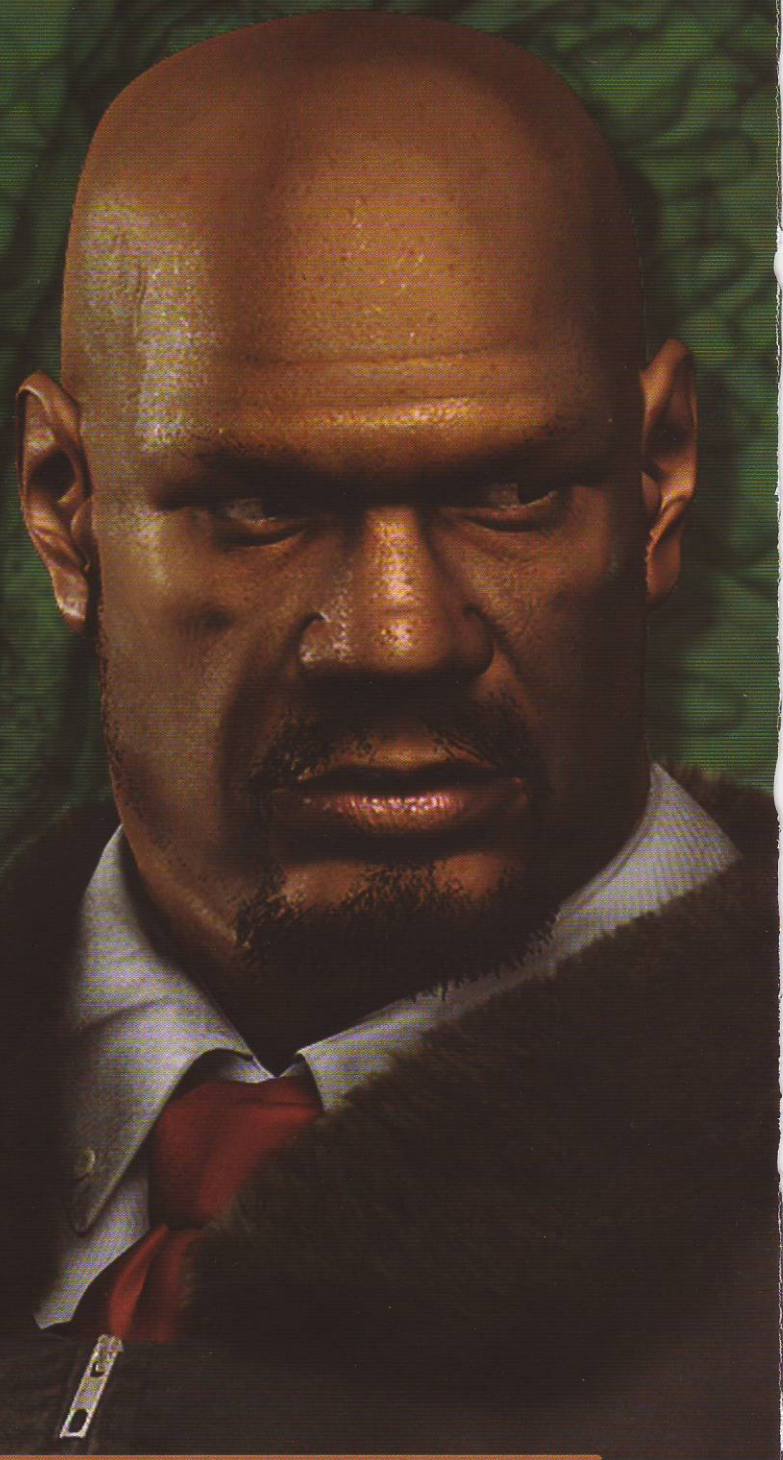
KEVIN: SIX SHOOTER

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
K8	Western Boots	Outbreak	Store Room	0 or 1	Easy, Normal
K9	White T-Shirt	Below Freezing Point	Security Center	0 or 1	Easy, Normal
K13	Wrinkled Cigarettes	The Hive	Waste Liquid Disposal Room	0 or 1	Easy, Normal
K10	Faded Blue Jeans	Hellfire	Room 101	2 or 3	Hard, Very Hard
K11	Leather Belt	Decisions, Decisions	Water Works Administration Office	2 or 3	Hard, Very Hard
K12	Cowboy Hat	Decisions, Decisions	Control Room	0 or 1	Easy, Normal

MARK: CASUAL WEAR

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
M8	Brown Belt	Outbreak	In Front of J's Bar	0 or 1	Easy, Normal
M7	Shorts	Below Freezing Point	Break Room	2 or 3	Hard, Very Hard
M5	Polo Shirt	Hellfire	Linen Room	0 or 1	Easy, Normal
M6	Sneakers	Decisions, Decisions	Access Way A	2 or 3	Hard, Very Hard





MARK WILKINS

JIM CHAPMAN





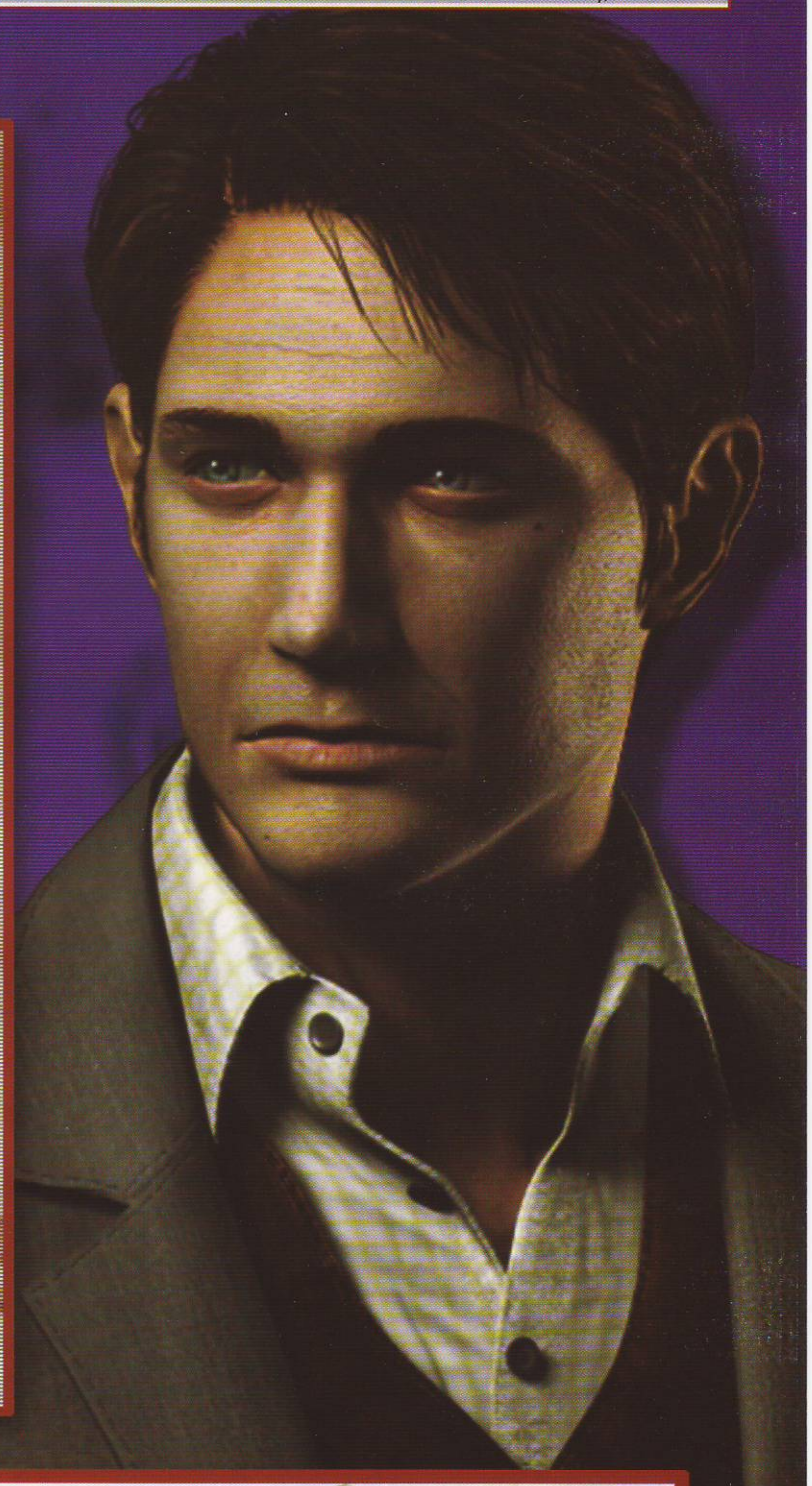
JIM: SLAM DUNK

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
J13	White Tanktop	Outbreak	Locker Room	0 or 1	Easy, Normal
J11	Rare Basketball Shoe	Below Freezing Point	Duct	2 or 3	Hard, Very Hard
J14	Favorite Uniform	The Hive	Room 302	0 or 1	Easy, Normal
J12	Wide Shorts	Hellfire	Linen Room	0 or 1	Easy, Normal
J15	Autographed Ball	Decisions, Decisions	Store Room	2 or 3	Hard, Very Hard

GEORGE: OUTDOOR EXPERT

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
G11	Cargo Pants	Outbreak	In Front of J's Bar	2 or 3	Hard, Very Hard
G14	Sport Sunglasses	Below Freezing Point	Break Room	2 or 3	Hard, Very Hard
G12	Brown Inner Wear	The Hive	Room 202	0 or 1	Easy, Normal
G10	Outdoor Shoes	Hellfire	Security Office	2 or 3	Hard, Very Hard
G13	Yellow Raincoat	Decisions, Decisions	Water Tank	0 or 1	Easy, Normal





GEORGE HAMILTON

DAVID: CLUB SCENE

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
D4	Leather Pants	Outbreak	Break Room	0 or 1	Easy, Normal
D3	Lapel Shirt	Below Freezing Point	Low Temperature Experiment Room	0 or 1	Easy, Normal
D2	Leather Jacket	The Hive	Locker Room	0 or 1	Easy, Normal
D5	Boots	Hellfire	Room 30#	2 or 3	Hard, Very Hard
D1	Masculine Pendant	Decisions, Decisions	South Car	2 or 3	Hard, Very Hard





DAVID KING

ALYSSA ASHCROFT

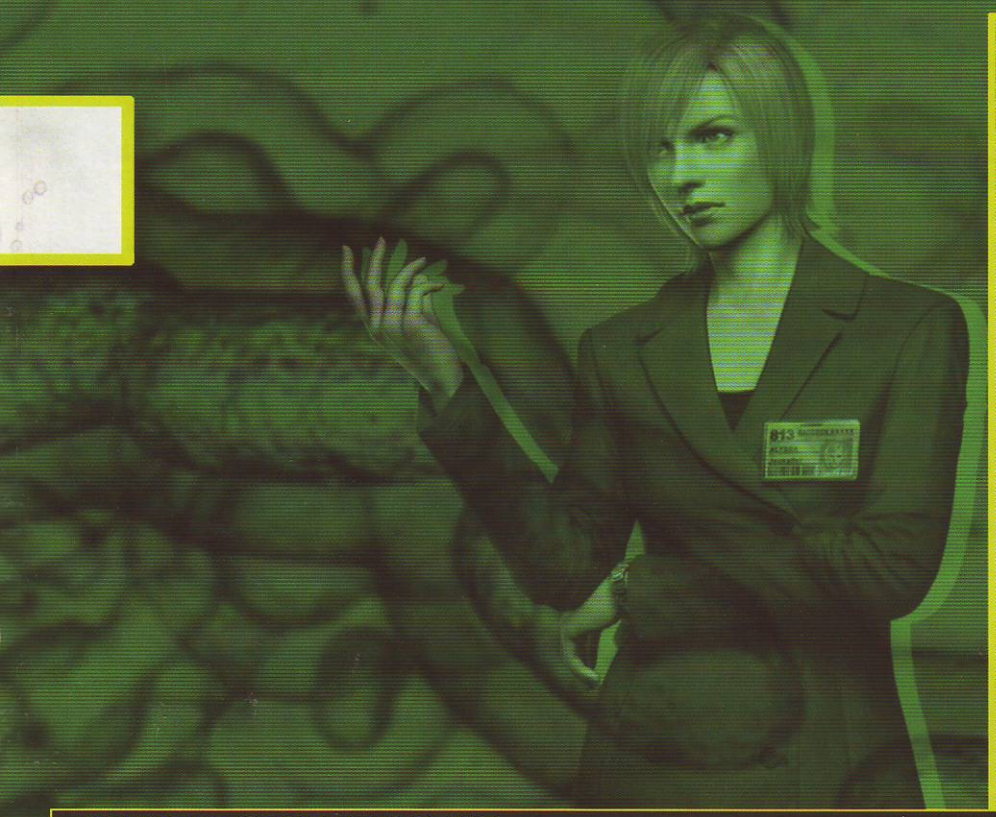


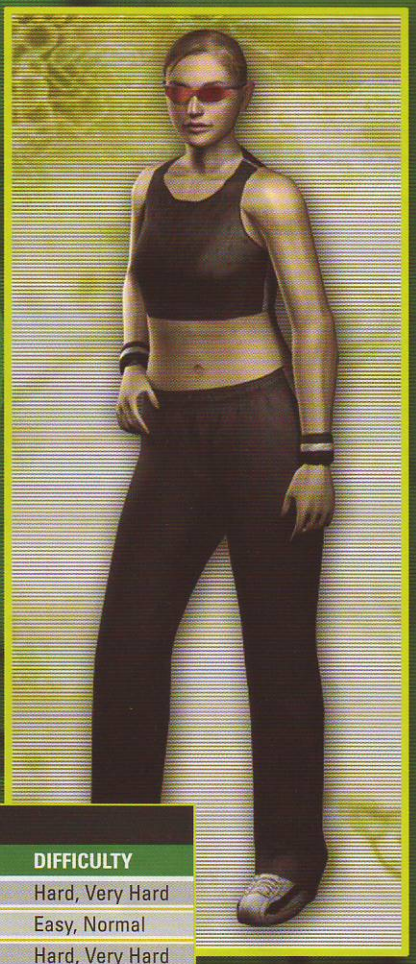


ALYSSA: MIDNIGHT CALLER

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
A10	Spike Heels	Outbreak	Liquor Room	2	Hard, Very Hard
A11	Red Rouge	The Hive	Locker Room	2	Hard, Very Hard
A9	Red Dress	Decisions, Decisions	Entrance Hall	0 or 3	Any



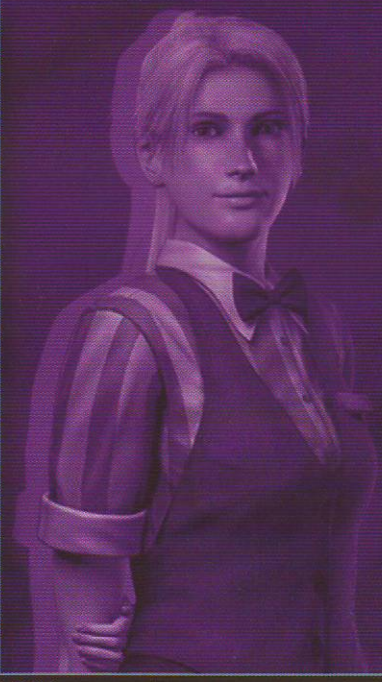




ALYSSA: STREET SCENE

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
A5	Sportswear Bottom	Outbreak	Locker Room	2 or 3	Hard, Very Hard
A4	Sporswear Top	Below Freezing Point	Culture Room	0 or 1	Easy, Normal
A7	Woman's Sunglasses	Below Freezing Point	Computer Room	2 or 3	Hard, Very Hard
A6	Sports Shoes	Decisions, Decisions	Water Tank	0 or 1	Easy, Normal





CINDY: ON VACATION

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
C8	Blue Shirt	Below Freezing Point	Culture Room	0 or 1	Easy, Normal
C12	Cool Sunglasses	Below Freezing Point	B7F Laboratory	0 or 1	Easy, Normal
C10	Sandals	The Hive	Room 302	0 or 1	Easy, Normal
C11	Bracelet	The Hive	Examination Room	2 or 3	Hard, Very Hard
C9	White Underpants	Decisions, Decisions	Underground Management Office	2 or 3	Hard, Very Hard

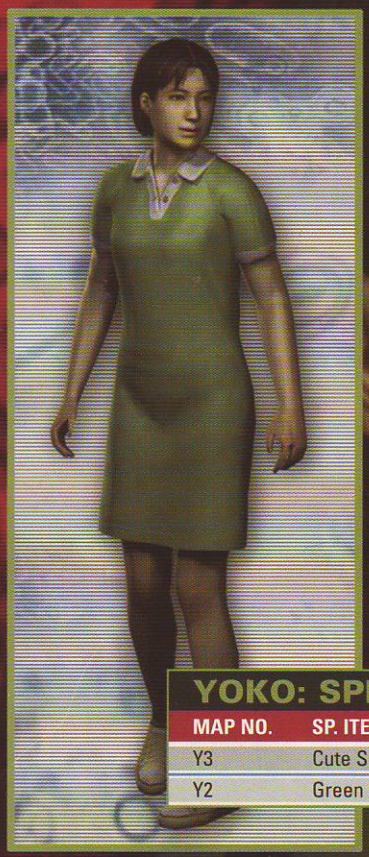
CINDY: FUNNY BUNNY

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
C15	Bunnygirl Cufflinks	Outbreak	Locker Room	2 or 3	Hard, Very Hard
C18	Bunny Bowtie	Below Freezing Point	Turn Table	0 or 1	Easy, Normal
C16	Bunnygirl Fishnet Tights	The Hive	Locker Room	3	Hard, Very Hard
C19	Sophisticated Rouge	The Hive	Nurse Center	0 or 2	Any
C13	Bunny Ears	Hellfire	Room 204	1 or 2	Any
C17	Bunny High Heels	Hellfire	Room 301	3	Hard, Very Hard
C14	Bunny Outfit	Decisions, Decisions	Drawing Room	1 or 2	Any



CINDY LENNOX

YOKO SUZUKI



YOKO: SPRING FASHION

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
Y3	Cute Sneakers	Below Freezing Point	Platform	2 or 3	Hard, Very Hard
Y2	Green One-Piece Dress	Hellfire	Room 103	0 or 1	Easy, Normal



YOKO: GYM CLASS

MAP NO.	SP. ITEM	SCENARIO	LOCATION	SET	DIFFICULTY
Y4	Exercise Clothes	Outbreak	Break Room	0 or 2	Any
Y6	Exercise Shoes	The Hive	Room 202	3	Hard, Very Hard
Y5	Gym Shorts	Decisions, Decisions	Control Room	3	Hard, Very Hard



DEEP IN EVERY SHADOW, TERROR WAITS

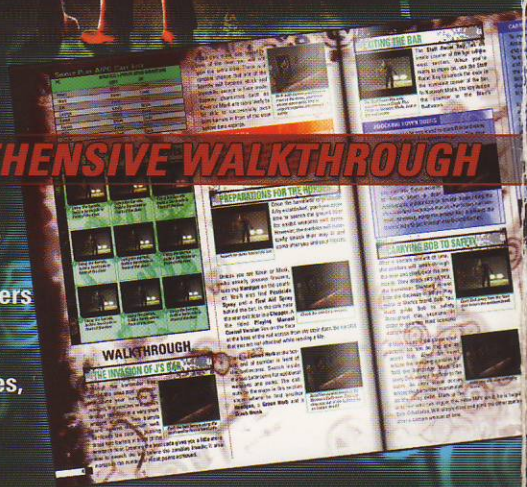
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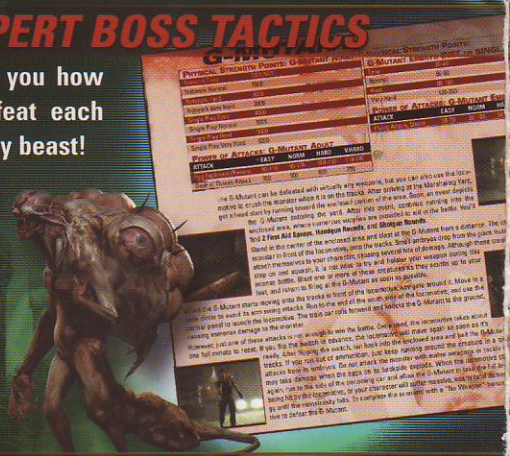


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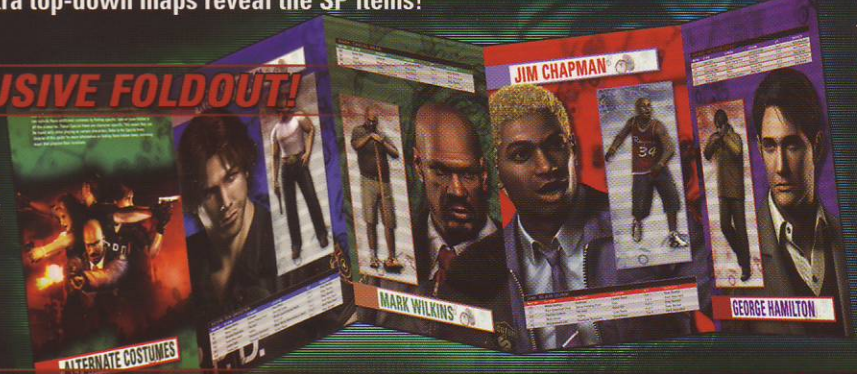
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